SUPER COLLECTOR'S ISSUE!

SONIC FEATURES! • COMIC STORIES! • SONIC NEWS!

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SEGA

SONIC™ SUPER SPECIAL

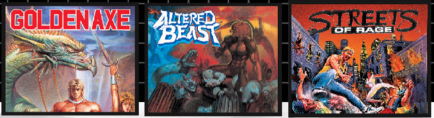
ISSUE 12

SONIC BOOM™

EXCLUSIVE BEHIND-THE-SCENES FEATURE!

IN THIS ISSUE

SEGA® GENESIS® 25TH ANNIVERSARY


GOLDEN AXE
ALTERED BEAST
STREETS OF RAGE

BLAST TO THE PAST
WITH THE CONSOLE THAT CHANGED THE WORLD!
PLUS NEW ART AND FEATURES FOR YOUR FAVORITE RETRO GAMES!

SONIC SUPER SPECIAL

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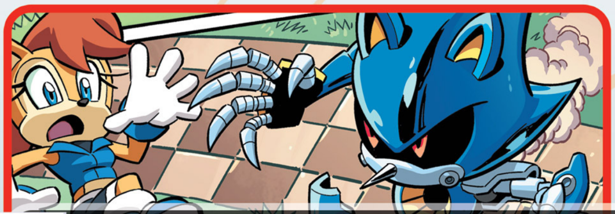
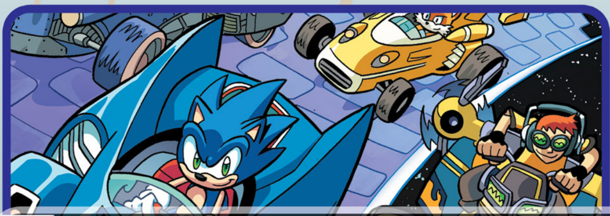


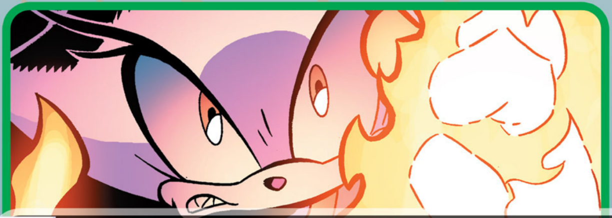
26 **COUNTDOWN TO CHAOS**

The Freedom Fighter round-up continues as Sonic and Tails traverse their new, yet strangely familiar reality!



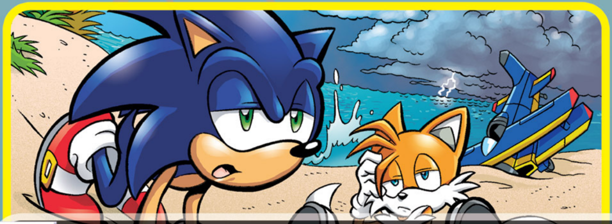
72 **RACING FOR THE STARS**

Sonic joins his SEGA all-star friends for another race! But when Dr. Eggman arrlves, it becomes more than a race for just fun and glory.



96 **PIRATE PLUNDER PANIC**

Avast me hearties and embark on an epic journey across the high seas! Blaze the Cat continues her quest to collect and protect the Sol Emeralds, but not without some major interference from the dreaded robot pirate, Captain Metal!



118 **SONIC RUSH ADVENTURE**

Sonic and Tails have ventured to an all-new land inhabited by robot pirates! Can the duo find a way back home or are they ship-wrecked forever?!

SONIC™ SUPER SPECIAL

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SONIC GRAMS PRESENTS

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MAMARONECK NY 10543-0419
YOU CAN ALSO WRITE
IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM**

LETTERS

Howdy, folks! It's time to blast to the past as we take a look back on the Sega Genesis, the original home console of the Blue Blur! It's hard to believe, but it's been 25 years since the console came out! We'll give you the 411 on some of our personal favorites like *Altered Beast*, *Golden Axe* and many more! In addition to our stroll down memory lane, we also look to the future as we give you the inside scoop on the new Sonic Boom™ series! But before that, let's read some of that fantastic fan mail!

Dear 'Super Special Delivery',
Hi guys!

Hello!

I think you guys are awesome! I would LIKE to say that I'm Sonic's biggest fan but 1, I'd probably make my boyfriend mad *nervous laugh*, and 2, it wouldn't be entirely true.... I only started reading the comics 4 years ago. I always loved the games but didn't actually start reading the comics until I was 10.

Haha, it doesn't matter how long you've been a fan, all that really matters is that you're passionate about what you like! We're glad to hear that you've joined the Sonic fan community and read the comics!

Leaving my backstory behind, I loved the new Shadow saga! It. Was. Incredible!

Ah yes, "Shadow Fall" was pretty sweet! The best part is that the epicness is not over! Shadow will be appearing in the third chapter of the Dark Trilogy, "Total Eclipse"!

Anyways, I have a few questions for you guys if you don't mind me asking.

You'll have the usual!

1. Are you guys going to be doing any contests any time soon?

We're cooking up some ideas for one! Let us know what kinds of contests you enjoy and we'll consider them!

2. How do you become a future Sonic/Archie Comics artist/writer/colorist etc.?

SUPER SPECIAL DELIVERY

You can submit samples of your work to Sonic@ArchieComics.com with the subject line: ATTN: ARTIST SUBMISSION. Make sure to give a clear message as to what position you are submitting for. Attached files should be in either PDF, JPG or DOC formats. We get A LOT of submissions and we may not get back to you right away. The best thing to do is to maintain a positive attitude, keep practicing and always do your best!

3. Do you have any Sonic O.C. or story idea contests? If you don't, I really think you should.

Now there's an idea! We'll keep that in mind!

Thanks! See you in the future if I'm lucky!

Sincerely, your future comrade
Melanie S. sent to
Sonic@ArchieComics.com

Thanks for writing in, Melanie! We look forward to the future!

Dear 'Super Special Delivery',
Hey Archie people!

Howdy, Sonic-comic-reader-person!

Yep, me again. I have not written in forever, but don't worry, I am more invested in the comics than ever!

Forever was a while ago! It's good to hear from you again!

I'll have the usual please, and can I please get in the comics this time?!? Please, please with chili dogs on top?

You're here now! I'm gonna put extra chili dogs on top because I'm REALLY hungry right now!

Anyway, down to business. I am loving the new artists for the comic. I am very happy to see Jennifer Hernandez getting some full-issue action. Loving the writing too (but I think Tracy should do more-- he was great in the Pirate Plunder arc).

We love Jen! She draws the characters with so much emotion and flare! And Tracy Yarrrrrdley is a fine first mate! We'd love to have him write again soon!

By the way, as much as I love all the recently introduced characters, I think that there is more storytelling potential in many of the older ones. Which reminds me... Since it appears we are getting an Unleashed-type storyline, can we see Colors next (or at least some wisps)?

There'll be some familiar faces popping up soon in Sonic the Hedgehog! Although there may not be any wisps coming soon, there will be some equally awesome super powered creatures coming to a Sonic Universe book near you!

I want to know and I hope the answer is yes: do you guys have anything at all to do with the upcoming Sonic movie?

Paul and I will be serving complementary comic books and chili dogs at every local movie theater when the film comes out. Be sure to stop by and say hey! (Just kidding -- the movie is Sega's territory, though we can't wait to see it ourselves!)

I definitely want to see more of Amy, Cream and the rest of the Chaotix in the future!

With all the love, Sonic's #9 fan,
Joel A. sent to
Sonic@ArchieComics.com

Thanks for the letter, Joel! You'll definitely be seeing more of your favorite characters in upcoming issues of Sonic the Hedgehog and Sonic Universe!

Dear 'Super Special Delivery',
I am a huge Shadow fan, please write more comics about him! I know a new Sonic the Hedgehog film is coming out in the future, I hope he's in it! I can't wait!

Nancy B. sent to
Sonic@ArchieComics.com

Thanks, Nancy! Shadow will be one of the main players in the new Sonic Universe story arc, "Total Eclipse," so be sure to check it out! As for the film, we can't wait to see Sonic on the big screen!

Thanks everyone for your Super Special letters! We'll see all you Sonic Super Special fans next time! Until then, keep reading the comics and write to us at Super Special Delivery, Sonic Grams, and My Sonic Universe to get your letter in print!

SUPER SHOUT - OUTS

"The new world is incredible! It's great seeing locations that I've explored before in past games!"

~Michael P.
sent to Sonic@ArchieComics.com

"Great job with the current arcs! I really enjoy the Chaotix-story in the current Sonic Universe!"

~ Jasmina L.
sent to Sonic@ArchieComics.com

"I would like to ask that the Archie Sonic team keep creating the same imaginative and inspirational work it has for the past 21 years."

~ Allison L.
sent to Sonic@ArchieComics.com

"In Sonic the Hedgehog #261, I was a little shocked when Queen Angelica told Sonic the Hedgehog, THE BEST COMIC BOOK CHARACTER OF ALL TIME, to stand down! She has got a lot of nerve. I hope she realizes that Sonic deserves credit for all the times he kicked Eggman's big butt!"

~Ryan L.
sent to Sonic@ArchieComics.com

SONIC™ SUPER SPECIAL NEWS FLASH

ENTER: SONIC BOOM™

THE EXPLOSIVE ADVENTURE BEGINS HERE!

SONIC BOOM™ is racing towards us at the speed of sound! New video games and the first CG animated TV series this year usher in an all-new epic Sonic event!

So what's new about this take on Sonic the Hedgehog™? TONS!

TEAM SONIC

Sonic and friends are suited up for action and adventure with all-new designs, abilities and sports tape!

EGGMAN IS BACK

For Sonic Boom, Dr. Eggman's design is still egg-shaped, but has been flipped upside-down from his orginal design to look even more intimidating!

BASED ON THE NEW HIT VIDEO GAME AND TV SERIES!
Archie ACTION!
SEGA
SONIC BOOM
1st issue
SONIC BOOM 1
THE ADVENTURE BEGINS HERE!

COMIC BOOK!

This October marks the launch of the all-new monthly Sonic Boom™ comic book! For more information visit us at ArchieComics.com

We're going to be exploring all new landscapes, hidden mysteries and a new look for Sonic and his friends. The star of the team, Sonic, is sporting an adventurer's bandanna, Amy's got a hammer, Knuckles is beefed up and Tails is adding new gadgets to his arsenal. And the biggest, coolest new addition of all – Sticks the Badger -- joins the cast of heroes! Sticks is a fearsome combatant and a tenacious hunter who's armed with handmade weapons at all times, including a handmade boomerang!

And that's not all that's changing! Dr. Eggman's looking tough and is bringing an all new army of badniks across the sea from his sleek new lair! The citizens of the village will be in trouble if Sonic and his friends don't help them out! Plus there will be new friends, new villains and surprises we can't even hint at!

DISCOVER NEW LANDS

The world of Sonic Boom is vast and exciting. Lush jungles, icy mountains and volcanic islands bring a diverse set of terrain for Sonic and his friends to explore!

But fear not, dedicated Sonic fans of old – there's plenty that will feel familiar as well! Sonic's got the same cool, adventurous attitude you've come to know and love. Dr. Eggman is still the delightful mix of cornball and madman. And your favorite characters are still saving the day, bashing badniks and looking good while doing it!

Perhaps the biggest shift is the focus – this isn't just Sonic's fight anymore. He'll need the combined help of Tails, Knuckles, Amy, Sticks and more to stop Dr. Eggman's mechanical mayhem. Sonic will still be bringing the speed and the snark, of course, but he'll need Tails' technical genius, Sticks' combat abilities, Knuckles' strength and Amy's agility to save the day.

To get all the details, you'll want to check out the first game for your Nintendo 3DS. Then you'll want to follow that up with the next game for your Wii U. Simultaneously, you can dive into the TV series!

And make sure you bring it back here next issue for the full scoop on the *Sonic Boom*™ comic book series from Archie Comics! ■

GAME TIME

The Sonic Boom video games will be released in November exclusively on the Nintendo 3DS and Wii U!

SONIC SUPER SPECIAL

RISE--
FROM--
YOUR--
GRAVE!!!

PRESENTS: THE GRAPHIC NOVEL SPECTACULAR

Welcome, Sonic fans young and old! Jonathan "WB" Gray, your Sonic Off-Panel artist (and temporary writer at the moment) here! The Archie Sonic Team has seen fit to give me my own column (THE FOOLS! MWAHAHAHA!!!) where I can discuss random topics with you guys and be "YOUR MAN ON THE INSIDE!"

SONIC THE HEDGEHOG
COUNTDOWN TO CHAOS
FLYNN • YARDLEY • AUSTIN

ALL-NEW SERIES!

Sonic the Hedgehog -- Vol. 1: Countdown to Chaos
$12.99 US/$14.99 CAN

Sonic has hit the ground running and so has his ***new universe***! But did the **Freedom Fighters** survive the fallout? Can Sonic find all of his friends? What about **Doctor Eggman**? And more importantly, what's with that weird purple glow in the planet?

Sonic Universe -- Vol. 8: Scourge Lockdown
$11.99 US/$13.99 CAN

Scourge the Hedgehog has finally been locked away for good! Faced with life imprisonment in a topsy-turvy universe at the hands of **Warden Zobotnik** and surrounded by the worst villains in the multiverse, there's no chance of escape! Can Scourge get his gang back together and more importantly -- get his revenge?

SONIC UNIVERSE
SCOURGE: LOCKDOWN
FLYNN • YARDLEY • AMASH

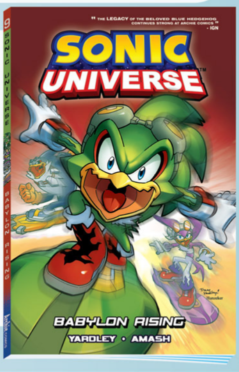
SONIC SAGA SERIES
6
Mogul RISING
FLYNN • YARDLEY • HERMS • AMASH

Sonic Saga Series -- Vol. 6: Mogul Rising
$11.99 US/$13.99 CAN

Mammoth Mogul is back and he's ready to unleash a brand new **Fearsome Foursome**! Problem is, he's brainwashed three of Sonic the Hedgehog's closest friends to make up his quartet of evil and all he needs now is Sonic himself to complete the set! Can Sonic save the day -- and himself?

Sonic Universe -- Vol. 9: Babylon Rising
$11.99 US/$13.99 CAN

The Babylon Rogues have unearthed the fabled **Babylon Garden** and the **Battlebird Armada** wants it! Bad news for **Sonic** -- it lies directly beneath his home town of Mobotropolis! And worse news for the Rogues -- it comes with *"The Lightless Black!"* It's a super villain team-up in this explosive story!



ADVICE FOR ASPIRING ARTISTS

Howdy doo, gang! Here's hoping you guys have been fine and dandy since our last super, spectacular issue!

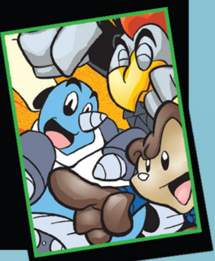
Writing today's column is a bit weird because, in this issue, I've got two pages to shine -- my own interview pages in the back of the book and this tiny column here in the front. So, I think that I'll use this space to expand on giving sage advice to those who want industry work.

Working in any field -- whether you're involved with a group or as an individual -- can be both rewarding and frustrating. How you choose to reap the benefits and the downsides of your craft are up to you. Having said that, the best bit of advice I can give is to set your ego at the door and never cease wanting to learn. Don't be afraid to aim higher in life and, most importantly, have confidence in yourself, what you do and who you are as a person. If you don't believe in your skills and strive to be more than what you are, then how can you expect others to believe in you? How can you hope to grow as a craftsman and as an individual if you're too busy marveling arrogantly at your own greatness or depressed and bemoaning your lot in life? You are your own pep squad. Don't get scared if you fall down. Dust yourself off, keep on cheering and never forget you.

I've been with Archie helping to make Sonic comics in some form since 2003 -- freelance and full-time -- and that's a pretty long run. Good and bad, I wouldn't change my experiences for the world. The point is I'm not afraid to grow and neither should you be. I only hope that bit of daily affirmation helps you in some way.

DUB'S TRIVIA CORNER!

Sonic #187 marked the first time in years that Scratch, Grounder and Coconuts from the *Adventures* cartoon appeared in a Sonic comic! Do they have a future in the new universe? Catch them in Vol. 6 of the Sonic Saga Series: Mogul Rising and stay tuned!



See ya later, gang! ■

- JON GRAY! ☺

DARK
–TRILOGY–

SONIC UNIVERSE WRAPS ITS FIRST-EVER 3-ARC STORYLINE WITH "TOTAL ECLIPSE"!

SHADOW

We're fast approaching the next milestone for SONIC UNIVERSE, and bringing us closer is the third story arc in the DARK TRILOGY! It all began with *Sonic Universe* #59 when Team Dark intercepted the New Black Comet and the very last of the Black Arms aliens.

KNUCKLES

While aboard the New Black Comet, Shadow came face-to-face with a sinister new villain: Eclipse the Darkling! Bred specifically to destroy Shadow, Eclipse pushed the ultimate lifeform to his limits – both physically and mentally. Team Dark still managed to complete their mission and neutralize the threat of the Black Arms, but Eclipse escaped.

Things took on a lighter tone with the next arc: "The Great Chaos Caper." Knuckles joined the Chaotix in the hunt for a Chaos Emerald and a lost spirit – both crucial to fixing the world. In their way were the nefarious Hooligan gang and nasty Dark Gaia Monsters!

But while the farce played out on the broken world below, Knuckles' friend Relic noticed something on Angel Island – something alien! Eclipse has crash landed on the island – and he's not alone! He's managed to smuggle his experimental Dark Arms with him, and they're almost ready to strike!

What are these "Dark Arms," and how will Eclipse use them to strike back against Shadow? Will Knuckles return to Angel Island in time to save his flying home? We can promise you one thing: Knuckles versus Shadow! How? Why? You'll have to read "TOTAL ECLIPSE" to find out – starting in *Sonic Universe* #67! ■

ECLIPSE

Archie Action!
SEGA
SONIC UNIVERSE
#1
GRUDGE MATCH!
SONIC UNIVERSE 67
Archie Action!
SEGA
SONIC UNIVERSE
#1

THE COVER AND VARIANT COVER FOR SONIC UNIVERSE #67!

COLLECTOR COVER SNEAK PREVIEW!

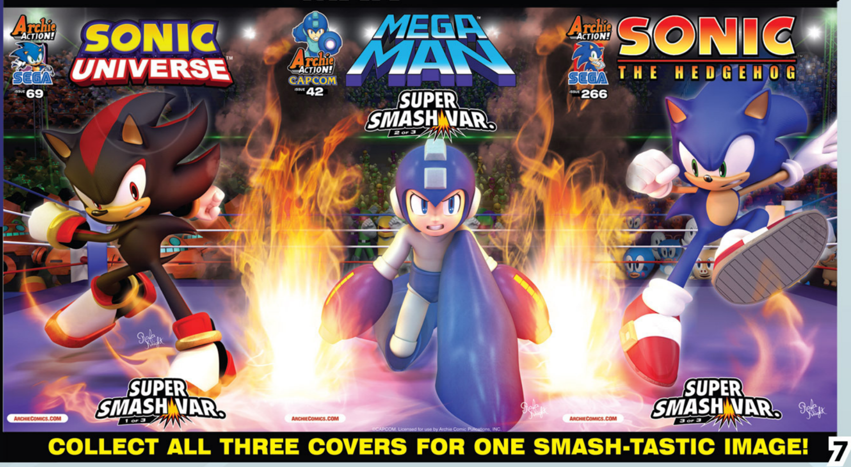
WHAT'S A COLLECTOR COVER?

A COLLECTOR COVER (OR "VARIANT COVER") IS A UNIQUE COVER EXCLUSIVELY AVAILABLE AT COMIC BOOK SHOPS, START YOUR COLLECTION TODAY!

SUPER SMASH VAR.

LOOK OUT FOR THE SUPER SMASH VARIANTS BY RAFA KNIGHT, COMING THIS FALL!

SONIC UNIVERSE #69 **MEGA MAN™ #42** **SONIC THE HEDGEHOG #266**


Archie Action!
SEGA
69
SONIC UNIVERSE
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CAPCOM
42
MEGA MAN
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SEGA
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COLLECT ALL THREE COVERS FOR ONE SMASH-TASTIC IMAGE!

GENESIS

A NEW BEGINNING

Everybody knows Sonic the Hedgehog – the super-fast hero who stars in dozens of games. Whether it's the newest release or a digital download of a classic, fans can enjoy Sonic's adventures on any of their favorite consoles. But there was a time when Sonic called only one video game system his home.

In the late 1980s, the video game scene was very different than what we have today. The most graphically powerful games were exclusive to arcades, needing all the processing power hidden inside those large arcade cabinets. If you wanted to play at home, you were pretty much limited to one or two consoles.

Up-and-coming company SEGA had entered the market with the Master System. It was an 8-bit video game console with some success, but SEGA needed a game-changer, a system that could compete with all the others and then some. They needed a new beginning.

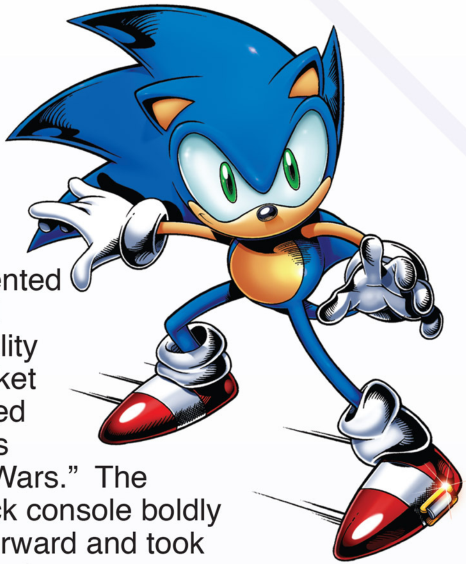
They needed – the Genesis.

Launching in the North American territories in 1989, the Genesis was a 16-bit revolution. It brought unprecedented speed and sound quality to the market and sparked the famous "Console Wars." The sleek, black console boldly stepped forward and took the industry by storm.

SEGA GENESIS
16-BIT
16-BIT
MEGA DRIVE SEGA

THE NAME GAME

SEGA'S 16-BIT CONSOLE WAS SOLD AS THE GENESIS ONLY IN NORTH AMERICA, EVERYWHERE ELSE IT WAS THE MEGA DRIVE!

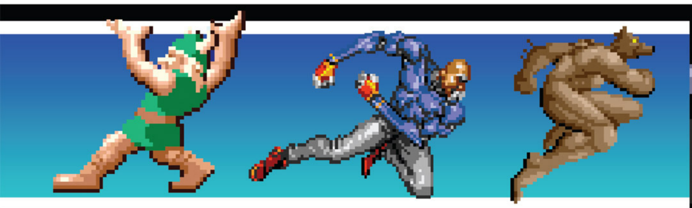


Sonic became the console's flagship mascot in 1991, showing off the console's incredible processing power. In addition to speed, the Genesis could support multiple 2D scrolling plains and native fully polygonal rendering. That doesn't sound like much today, but back then, it was a big deal.

Sonic wasn't the only thing driving the Genesis forward. SEGA secured many exclusive licenses, bringing numerous sports games with pro athlete endorsements. The superior hardware also allowed for many arcade favorites to be ported over, sometimes with new content.

Imagine you're back at the turn of the decade, and you and your friends really wanted to play *Golden Axe*. You could've gone all the way to the arcade and pumped quarters into the machine, or you could all play for an unlimited time in the comfort of your own home. The Genesis sparked the revolution of home console gaming!

The Genesis enjoyed considerable success in North America and across Europe, and modest success in Japan. (Note: outside of North America, the system was known as the Mega Drive!)



There was stiff competition from companies later on, but the Genesis remained a strong seller and went on to dominate multiple consecutive holiday seasons.

As the Console Wars raged on, SEGA tried out bold experiments on the Genesis. In 1992, they released the Sega CD – the very first CD-based console. Instead of buying a whole new system, the Sega CD was a hardware add-on that attached directly to the Genesis. The CD ROM format brought better visual and sound quality, as well as more room for additional content.

In 1994 they introduced the second hardware enhancer, the 32X. The device connected through the Genesis's cartridge slot and effectively doubled its processing power. With the 32X installed, the Genesis surpassed all the other competing consoles of the time with awesome graphical power.

The Genesis later shed the cables that bound it to one place in 1995 with the release of the Nomad. Simply put, the Nomad was a portable Genesis, the single most powerful handheld of its time. It could play the entire Genesis library, and with the proper hookup, act as a home console as well!

After a long, hard-fought and glorious time on the field, the Genesis was phased out of the Console Wars in the mid-1990s. It was succeeded by the Sega Saturn and the revolutionary Sega Dreamcast before SEGA moved on to focus exclusively on software.

The Genesis remains a hallmark in video game history. Its presence helped change the face of the video game market, drove the shift from games being a novelty to a part of our everyday lives, and spurred a generation of creativity that may never be repeated. It was truly the dawning of a new era. ■

TOP 5 AWESOME GENESIS FACTS

INNOVATIVE OPTIONS!

5) Innovative Options! The Sega CD, 32X and Nomad each brought unique features and options to the Genesis!

SUCH POWER!

4) Such Power! The Genesis ran on a beastly 7.67 MHz CPU – more than double what the competition had!

AWESOME ADVERTISING!

GENESIS DOES

3) The Genesis held the title of top console for years, owning the Christmas rush from 1990 to 1994!

SERIOUS CONTENDER!

2) Serious Contender! The Genesis sold a whopping 40 million units from launch to retirement!

EPIC LIBRARY!

1) Epic Library! By the end of its lifetime, the Genesis had a library of 900 games! Hobbyists are still coding games for it today!

GOLDEN AXE™

SEGA
GENESIS
GOLDEN AXE™
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

THE GAME
Golden Axe (1989)

WHO WE'RE ROOTING FOR
Ax Battler, Tyris Flare and Gilius Thunderhead

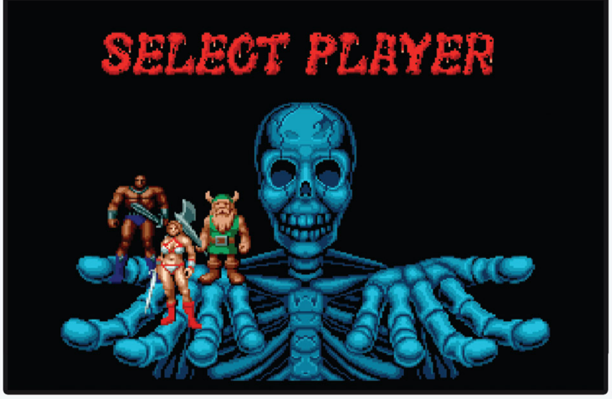
WHO THEY'RE FIGHTING
Death Adder and his army of darkness

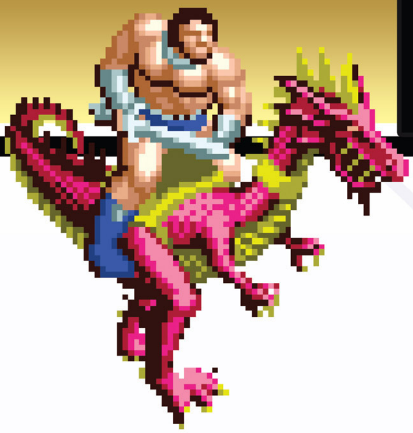
WHAT'S THE DEAL?

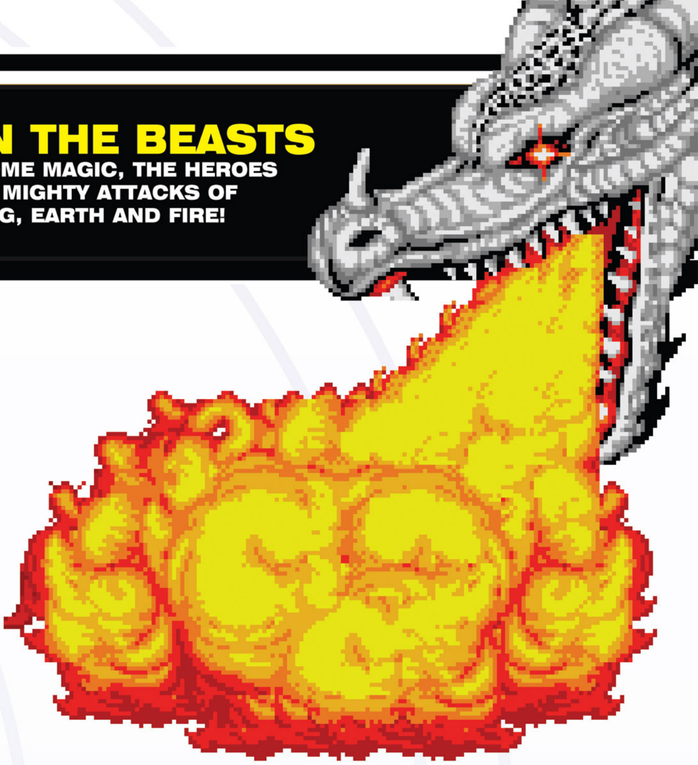
Players were tossed into the fray as Death Adder kidnapped the king and princess of the Kingdom of Yuria. Many fell in the wake of his attack, and a brave few took up the call for revenge! Players could choose from Ax Battler -- a barbarian who oddly uses a sword; Tyris Flare -- an amazon warrior who battles with sword and flame; and Gilius Thunderhead -- dwarven axeman.

Two players could take up the quest and journey through medieval villages, across the backs of titanic beasts and carve their way through hordes of enemies using their weapons and magic.

TRIPLE THREAT
OUR HEROES! AX, TYRIS AND GILIUS!


SELECT PLAYER



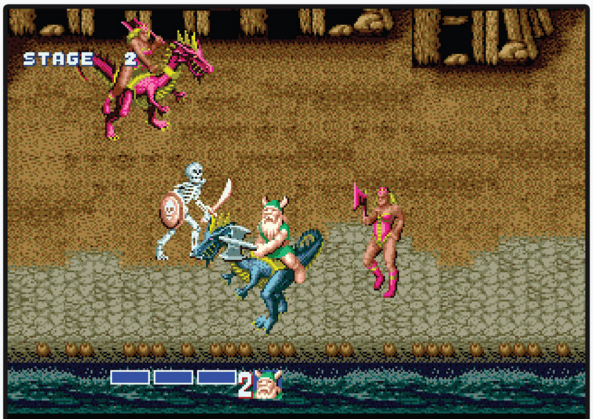


SUMMON THE BEASTS
USING AWESOME MAGIC, THE HEROES CAN CAST MIGHTY ATTACKS OF LIGHTNING, EARTH AND FIRE!

What separated *Golden Axe* from other "beat 'em ups" of the time was the rideable mounts. Players could take control of dragons or the utterly bizarre "chicken-leg" beasts. (Fans of *Altered Beast* will recognize the odd creature, though!)

The heroes of Yuria would return in three direct sequels, as well as spin-offs focusing on them individually. Each time they fought to drive back the power of darkness, recover the holy Golden Axe and more than once sent Death Adder back to his grave.

The last game in the series was *Golden Axe: Beast Rider* in 2008, but you can play as Gilius in *Sonic & All-Stars Racing Transformed.* ■

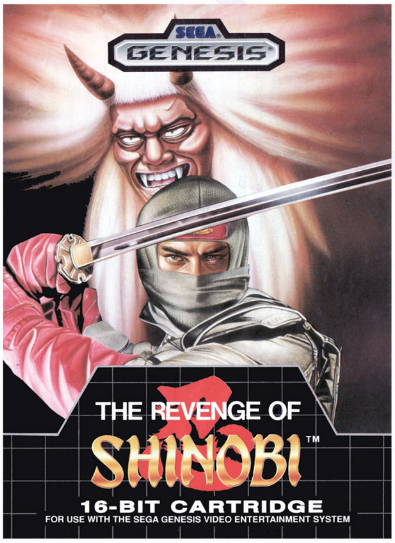


THEY SEE ME ROLLIN'
FEATURED: DRAGON-RIDING WITHOUT A PERMIT!

GOLDEN RACER!
GILIUS THUNDERHEAD AS HE APPEARED IN *SONIC AND ALL-STARS RACING TRANSFORMED.*

GAME FEATURE

The Revenge of
SHINOBI
TM


SEGA
GENESIS
THE REVENGE OF
SHINOBI
TM
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

THE GAME
The Revenge of Shinobi (1989)

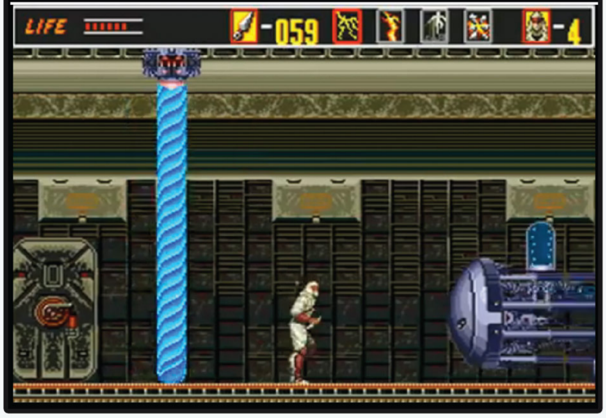
WHO WE'RE ROOTING FOR
Joe Musashi

WHO THEY'RE FIGHTING
Neo Zeed – an international criminal and terrorist organization

WHAT'S THE DEAL?
Players take on the role of Joe Musashi, the star ninja of the Oboro Clan. Once a sickly boy, Joe trained and meditated under the guidance of his father, Nakahara, until he became the Oboro Clan's best.

In the original arcade game, simply called *Shinobi*, the evil Zeed organization had kidnapped the children of the Oboro Clan. Joe showed them why that was a very bad idea. The children were rescued, Zeed toppled and Joe was a hero.

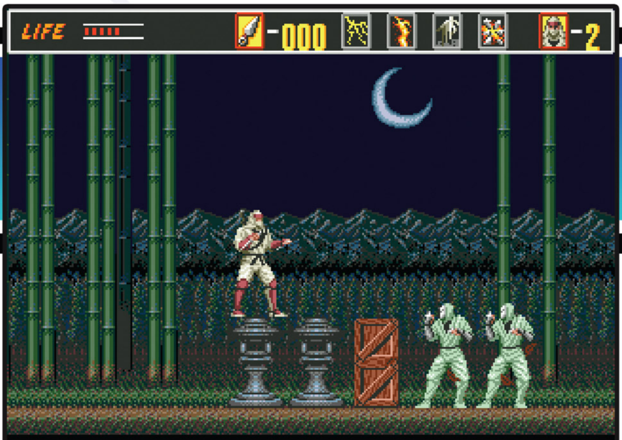
NINJA NONSENSE
LASERS! BRAINS IN JARS IN MACHINES! MADNESS!



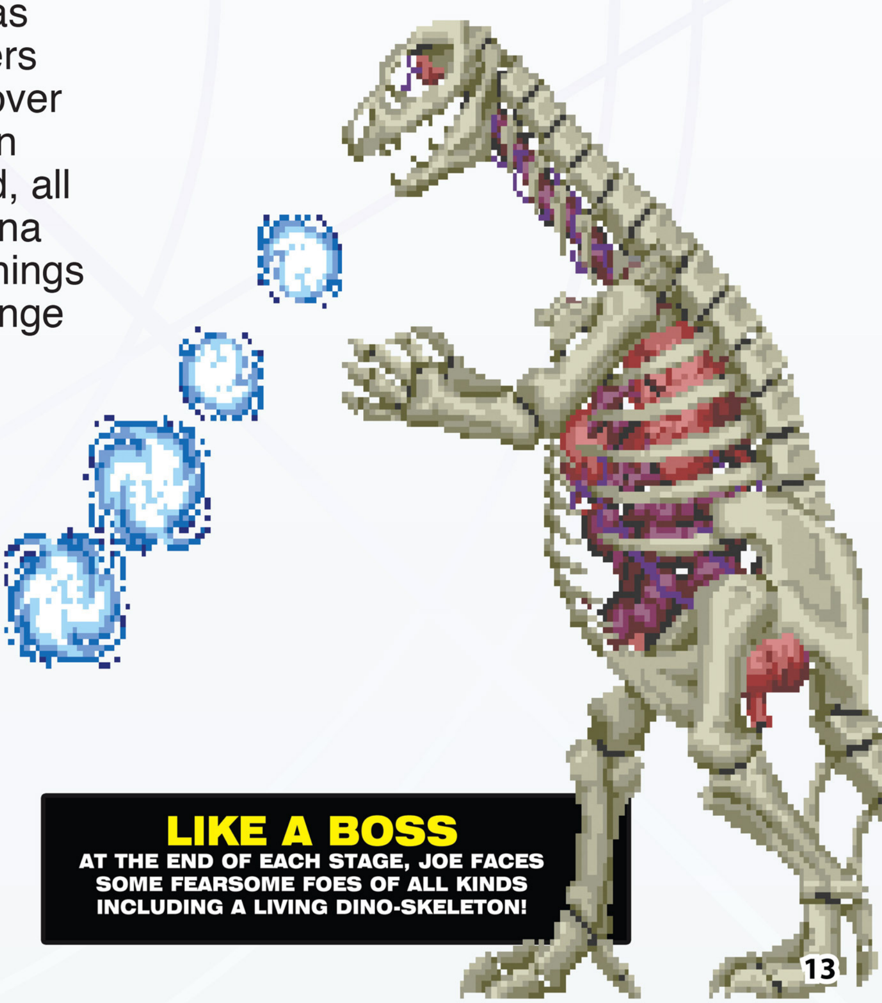
Three years later, the remnants of the villainous group have reformed, bigger and badder than before, attacking anew under the banner of “Neo Zeed.” They kill the master of the Oboro Clan and kidnap Joe’s fiancé. It’s up to you to take control of Joe and remind Neo Zeed why it’s really, really stupid to pick on a magical super-ninja.

The Revenge of Shinobi was an action-platformer. Players controlled Joe as he leapt over pits, back and forth between foreground and background, all while slashing with his katana and flinging kunai. When things got tight, Joe had a wide range of magical ninjutsu skills that cleared the screen of enemies or helped him bypass them.

The *Shinobi* series has endured, sometimes following Joe Musashi’s family, sometimes branching into whole new continuities. The last game to feature Joe as the hero was *Shinobi III: Return of the Ninja Master* in 1993. However, his legacy lives on in *Shinobi 3D* which stars his ancestor, Jiro Musashi. Joe’s latest appearance in video games is also a playable racer in *Sonic & All-Stars racing transformed!* ■

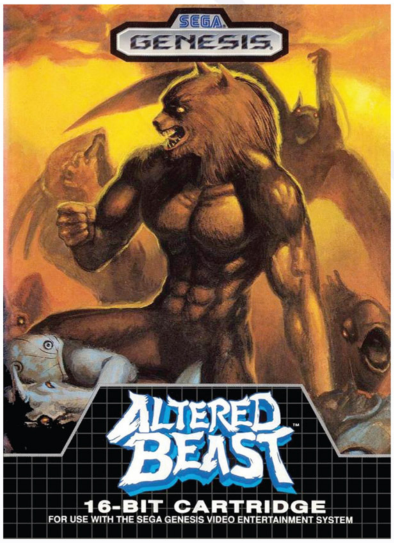


STEALTHY LIVING
WHEN YOU SEE IT...



LIKE A BOSS
AT THE END OF EACH STAGE, JOE FACES SOME FEARSOME FOES OF ALL KINDS INCLUDING A LIVING DINO-SKELETON!

ALTERED BEAST™


SEGA
GENESIS
ALTERED BEAST
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

THE GAME
Altered Beast (1989)

WHO WE'RE ROOTING FOR
Resurrected Roman Centurion

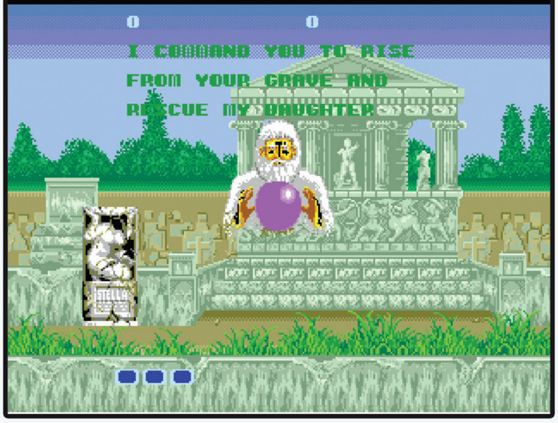
WHO THEY'RE FIGHTING
Neff the Demon God

WHAT'S THE DEAL?

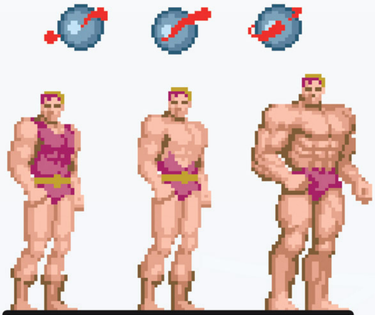
Trouble is brewing in ancient Greece when Neff, a powerful and malevolent demon, kidnaps Athena. Zeus uses his powers to resurrect a fallen Roman centurion with the famously classic command: "Rise from your Grave!"

Players take control of the centurion as he wages a one-man war against Neff and his legions of monsters. As the centurion slays his foes, he gains their power, steadily transforming until he becomes some kind of beast-man.

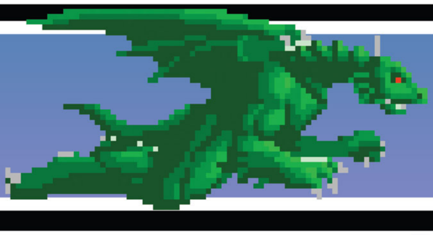
RISE FROM YOUR GRAVE
TALK ABOUT A WAKE UP CALL! THE HERO BEGINS HIS QUEST AFTER BEING SUMMONED BY THE MIGHTY THUNDER GOD, ZEUS!



I COMMAND YOU TO RISE FROM YOUR GRAVE AND RESCUE MY DAUGHTER

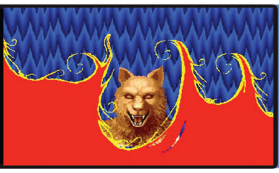


POWER UP!
COLLECTING THE POWER ORBS ALLOWS THE HERO TO INCREASE HIS STRENGTH.



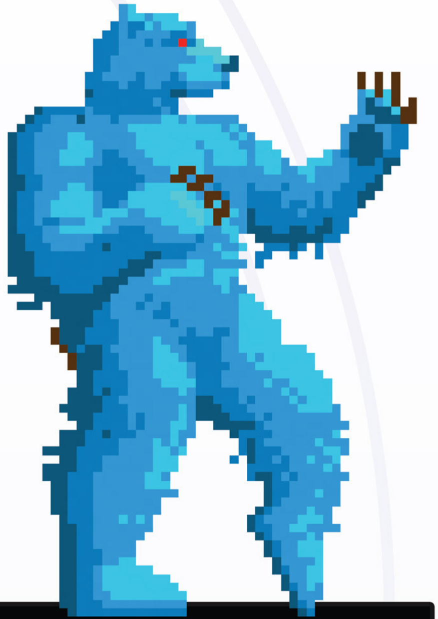
UNLEASH THE BEAST!

COLLECT THREE POWER ORBS AND THE HERO TRANSFORMS INTO A POWERFUL MAN-BEAST! HMMM...INSPIRATION FOR SONIC THE WEREHOG?!



Our resurrected hero takes on the traits of a wolf, dragon, bear and tiger in his quest, each with their own unique abilities. As the centurion battles his way to the gates of the Underworld, he is confronted by Neff. Each time Neff takes on a new, hideous form and it's all-out monster-on-monster carnage.

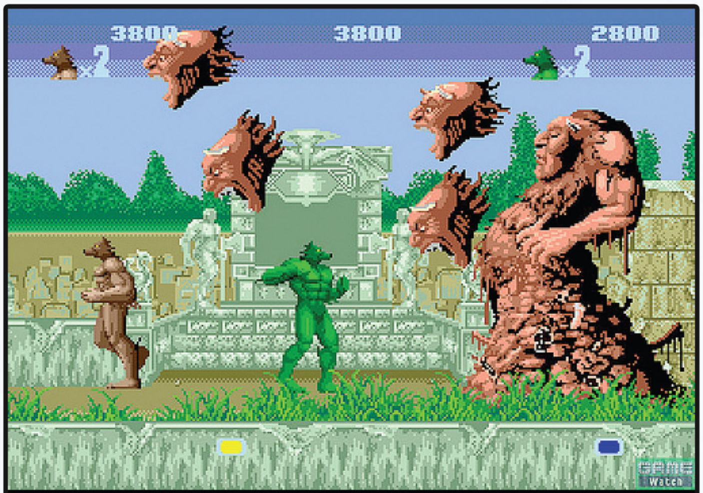
Altered Beast holds the honor of being one of the Genesis launch titles, and was often packaged with the system. *Altered Beast* was an impressive display of the Genesis's power.



THE BEAR NECESSITIES

FACT: THIS IS THE COOLEST BEAR IN VIDEO GAME HISTORY.

There hasn't been much to the *Altered Beast* legacy. There are two games within the main series and one spin-off. The last title released in North America was *Altered Beast: Guardian of the Realms* released in 2002. Later in 2005, a game titled *Project Altered Beast* was released for the Playstation 2 only in Japan and Europe and is regarded as a spin-off of sorts rather than a main series title. ■



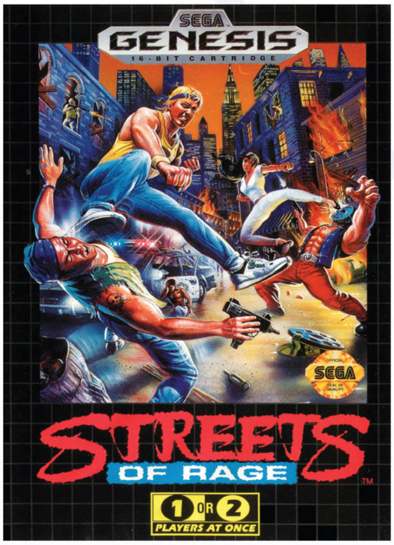
WELCOME TO YOUR DOOM!

NOW THAT'S JUST DISTURBING...

SEGA GENESIS 25TH ANNIVERSARY

GAME FEATURE

STREETS OF RAGE™


SEGA
GENESIS
16-BIT CARTRIDGE
SEGA
STREETS OF RAGE
1 OR 2
PLAYERS AT ONCE

THE GAME
Streets of Rage (1991)

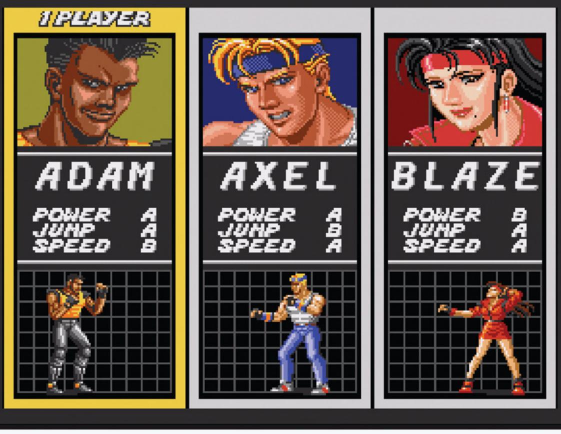
WHO WE'RE ROOTING FOR
Adam Hunter, Axel Stone and Blaze Fielding

WHO THEY'RE FIGHTING
Mr. X's criminal syndicate

WHAT'S THE DEAL?
The city was peaceful – once. Then it became the violent playground of Mr. X and his criminal organization. With the government and police force fully in his pocket, there was no one to stand in his way. That all changed when three cops took the law into their own hands and fought the corruption – bare-knuckled in the streets!

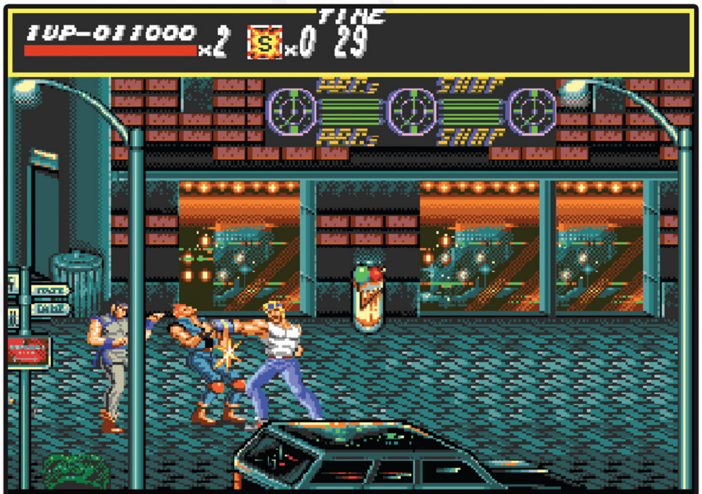
PEOPLE ON THE STREETS

WHOMEVER YOU CHOOSE, EVIL'S IN TROUBLE!


1PLAYER
ADAM
POWER A
JUMP A
SPEED B
AXEL
POWER A
JUMP B
SPEED A
BLAZE
POWER B
JUMP A
SPEED A

Players could pick from three characters in his classic "beat 'em up." Adam Hunter was a trained boxer, bringing slower, more powerful attacks. Axel Stone was a martial artist and the "all-around" styled character – a mix of speed and strength. Blaze Fielding, judo expert, rounded out the team with faster, lighter attacks.

One to two players took to the mean streets of the coastal city, beating up legions of thugs and their bosses. Players could break certain items on the screen to grab rewards like temporary weapons or health in the form of food. When things got too hectic, you could call in some once-per-level back-up. A squad car would pull up, an officer would pull out a bazooka and fire-bomb the screen. (And it used to be such a peaceful neighborhood…)



FISTS OF FURY!
OOOH…! THAT'S GONNA HURT!

A unique feature that differentiated *Streets of Rage* from similiar fighting games at the time was that players can play cooperatively and perform combo attacks; one player attacks while the other holds the enemy in place or if one player grabs their partner and throws them at an enemy, the thrown partner will perform an attacking move. Another unique feature of the game came with the final boss. When confronting Mr. X, he offers the players the chance to become his right-hand enforcer. In a two-player game, if one player chose to stay true to the cause but the other fell to temptation, you were pit against your co-op buddy in a battle to the death!

The *Streets of Rage* series has had a short legacy with three games. The last, *Streets of Rage 3*, came out back in 1994. You can play all three in various game collections or download the digital copies on your console of choice. ■

Ristar™

SEGA
GENESIS
Ristar™
SEGA
1555
KIDS TO ADULTS
K-A
AGES 6+

THE GAME
Ristar (1995)

WHO WE'RE ROOTING FOR
Ristar

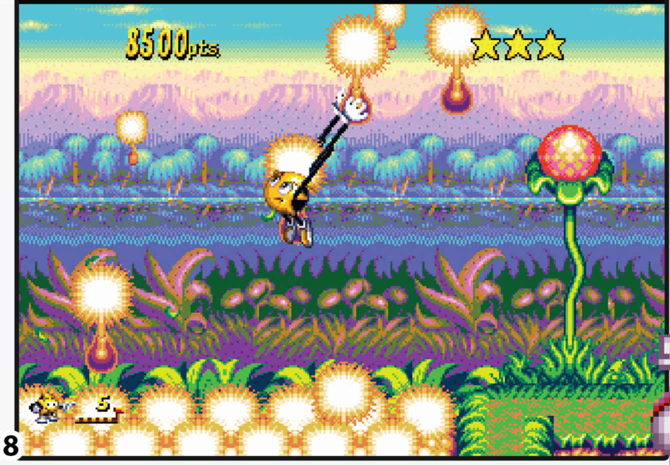
WHO THEY'RE FIGHTING
Kaiser Greedy

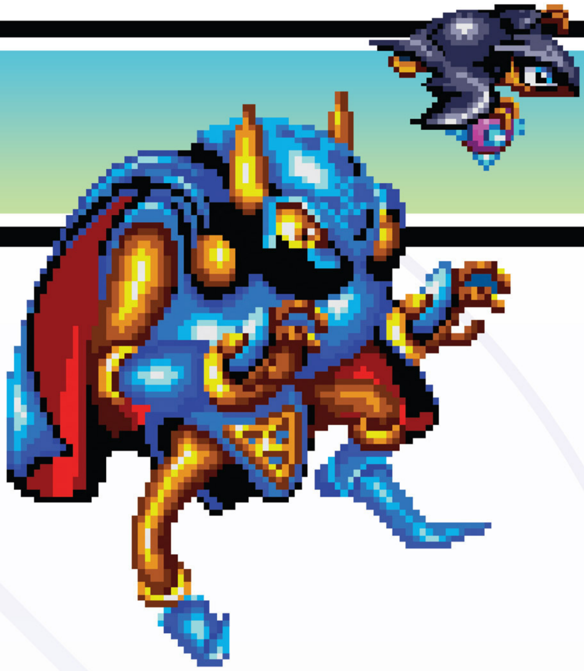
WHAT'S THE DEAL?

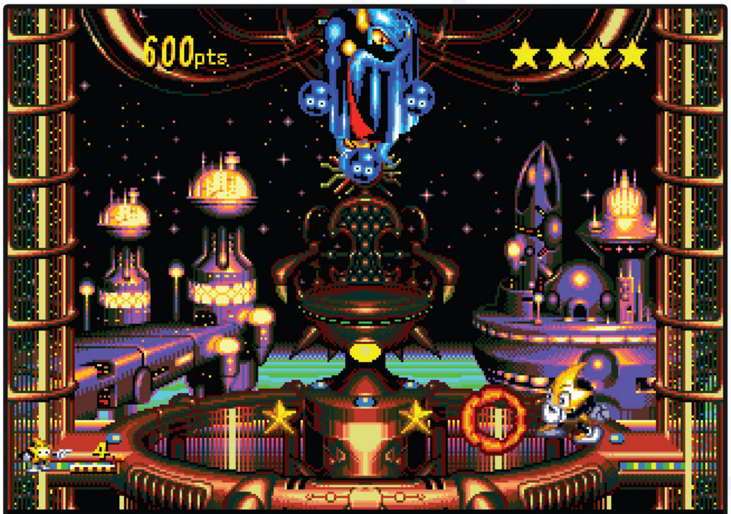
Deep in space, the Valdi System is in trouble! The evil space pirate Kaiser Greedy and his minions are sacking entire planets! The planetary leaders are falling under Greedy's mind-control! Oruto, a shooting star mother, created Ristar to answer the pleas of the people of the Valdi System.

Players take control of Ristar, the shooting star! Ristar reaches out with stretchy arms and shoots forward. Fling him to new heights, ricochet to hidden prizes, and smash baddies with his face! You guide Ristar across each vibrant, sometimes bizarre, planet to battle Greedy's minions and gather treasure.

REACH FOR THE STARS!
RISTAR USES HIS ULTRA STRETCHY LIMBS TO SWING, CLIMB AND PULL THROUGH ALL OBSTACLES!





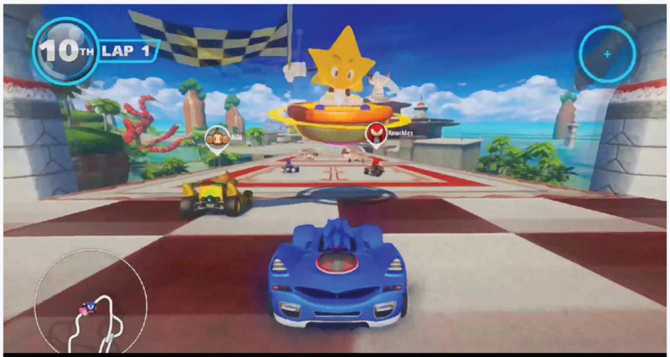


GRABBIN' GREEDY!

THE HOME STRETCH ENDS WITH A FINAL BATTLE AGAINST GREEDY!

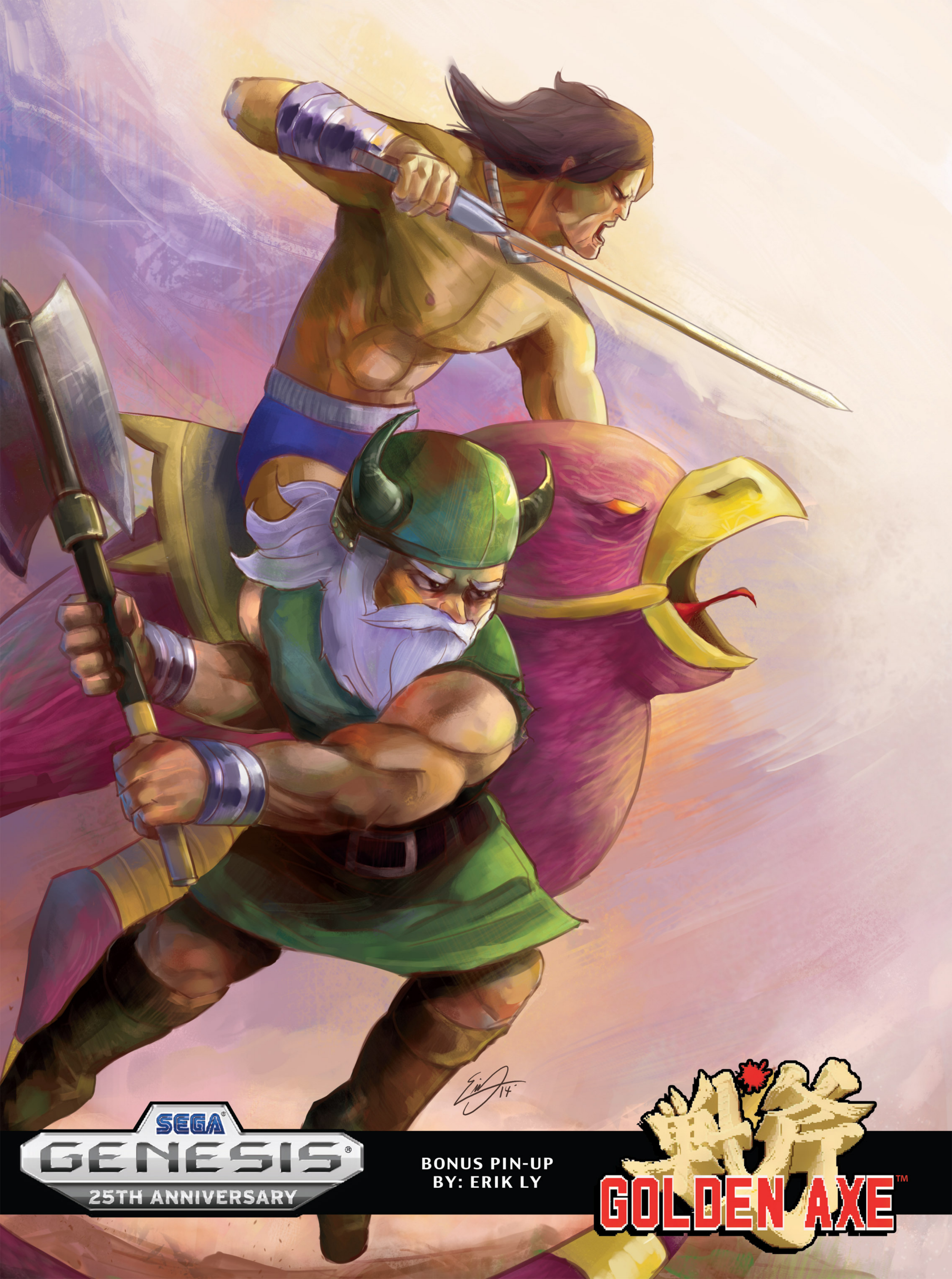
While the game was still in the early development phases, the project went by the title *Feel*, before it was finalized for release under the title protagonist's name, *Ristar*.

Despite his heroism, Ristar hasn't had too many adventures. He had his debut on the Genesis and a port to the Game Gear with a unique level and boss. But Ristar has not been forgotten! He's the flagman at the start and end of every race in *Sonic & All-Stars Racing Transformed*. ■



YOU'RE AN ALL-STAR

RISTAR WAVES THE FLAG AT THE START OF EACH RACE IN *SONIC & ALL STARS RACING TRANSFORMED.*


SEGA
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25TH ANNIVERSARY
GOLDEN AXE™

BONUS PIN-UP
BY: ERIK LY

SHINOBI™

BONUS PIN-UP
BY: JERRY GAYLORD
& GABRIEL CASSATA

SEGA GENESIS
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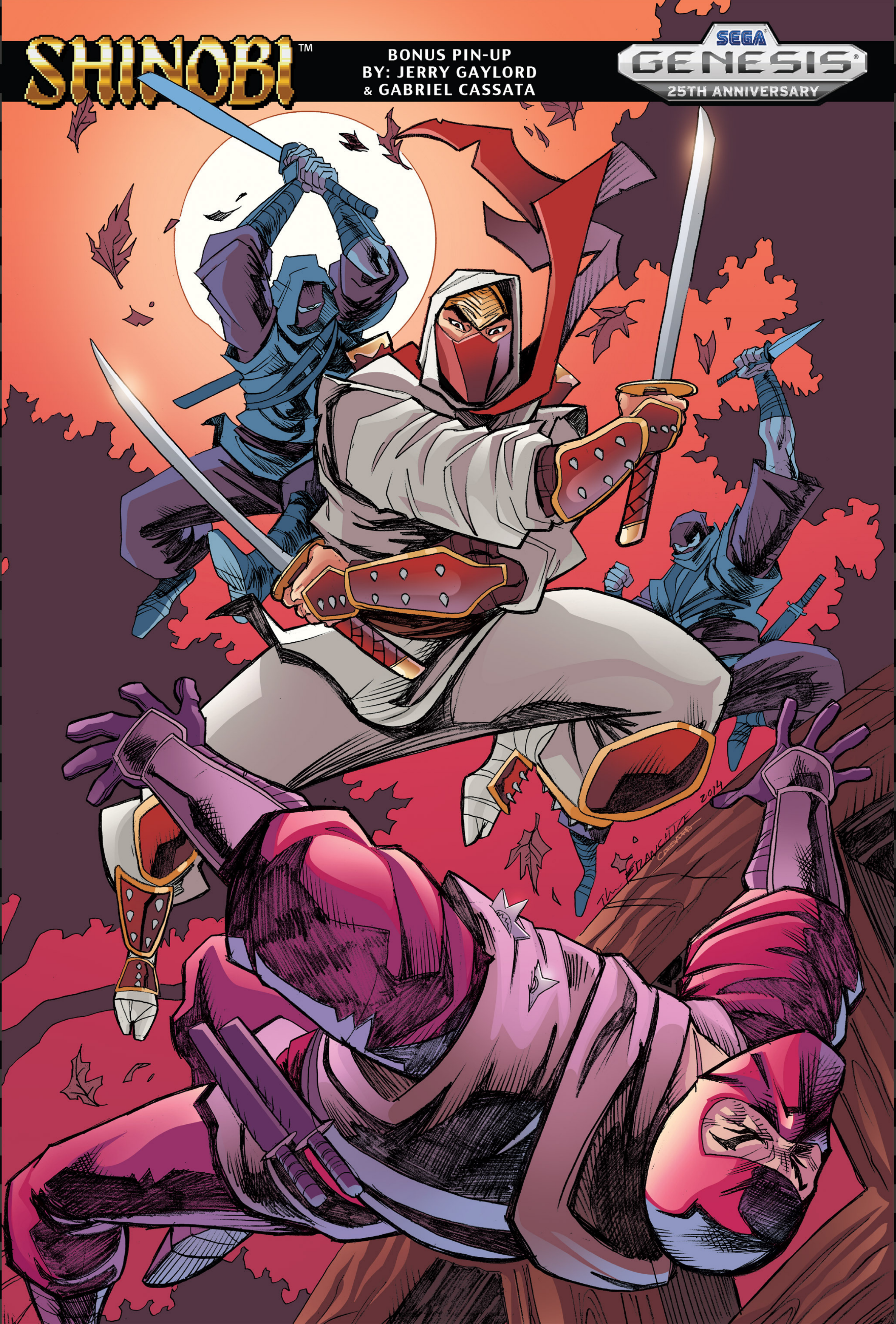

ALTERED BEAST™

BONUS PIN-UP
BY: BRENT McCARTHY

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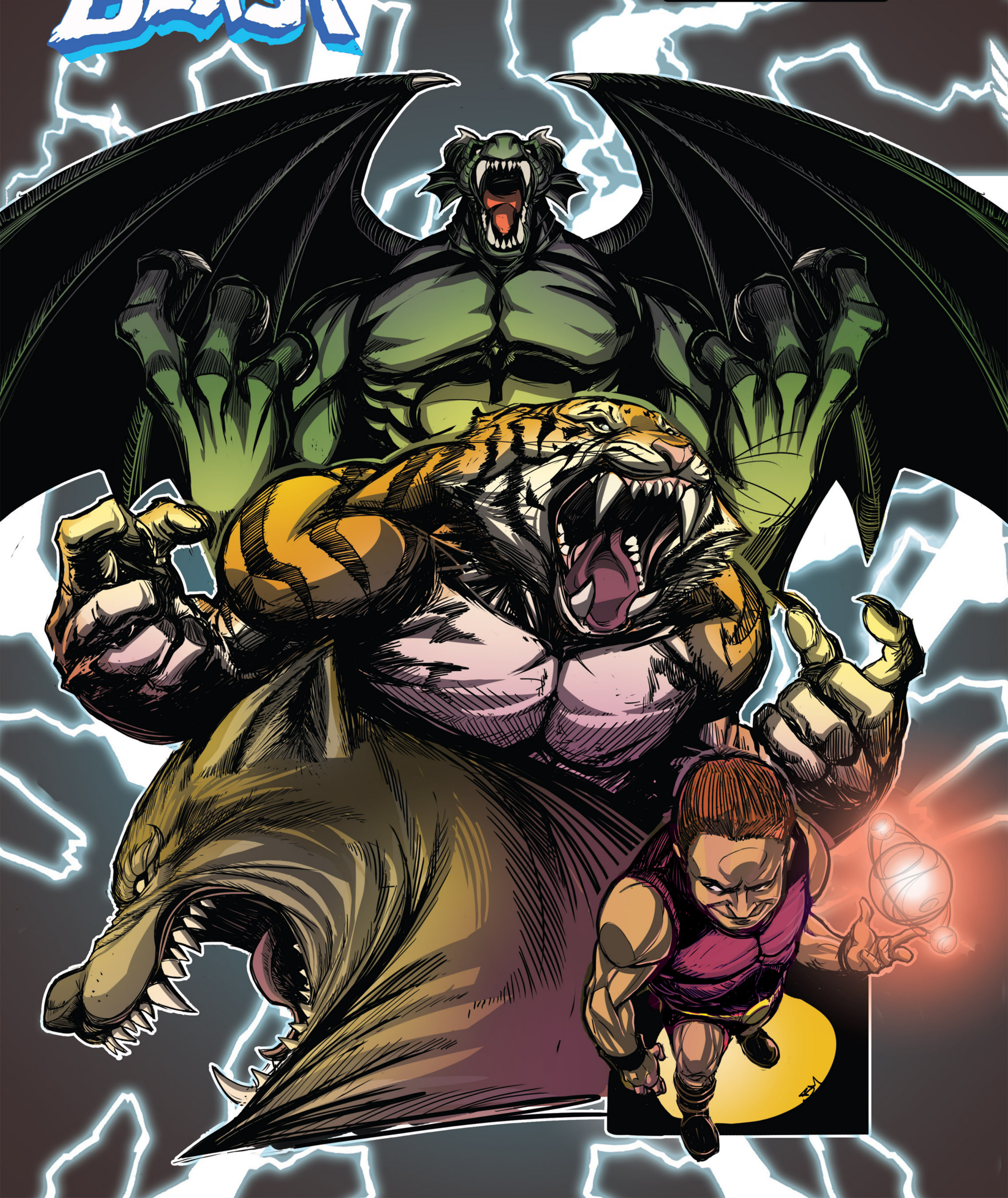


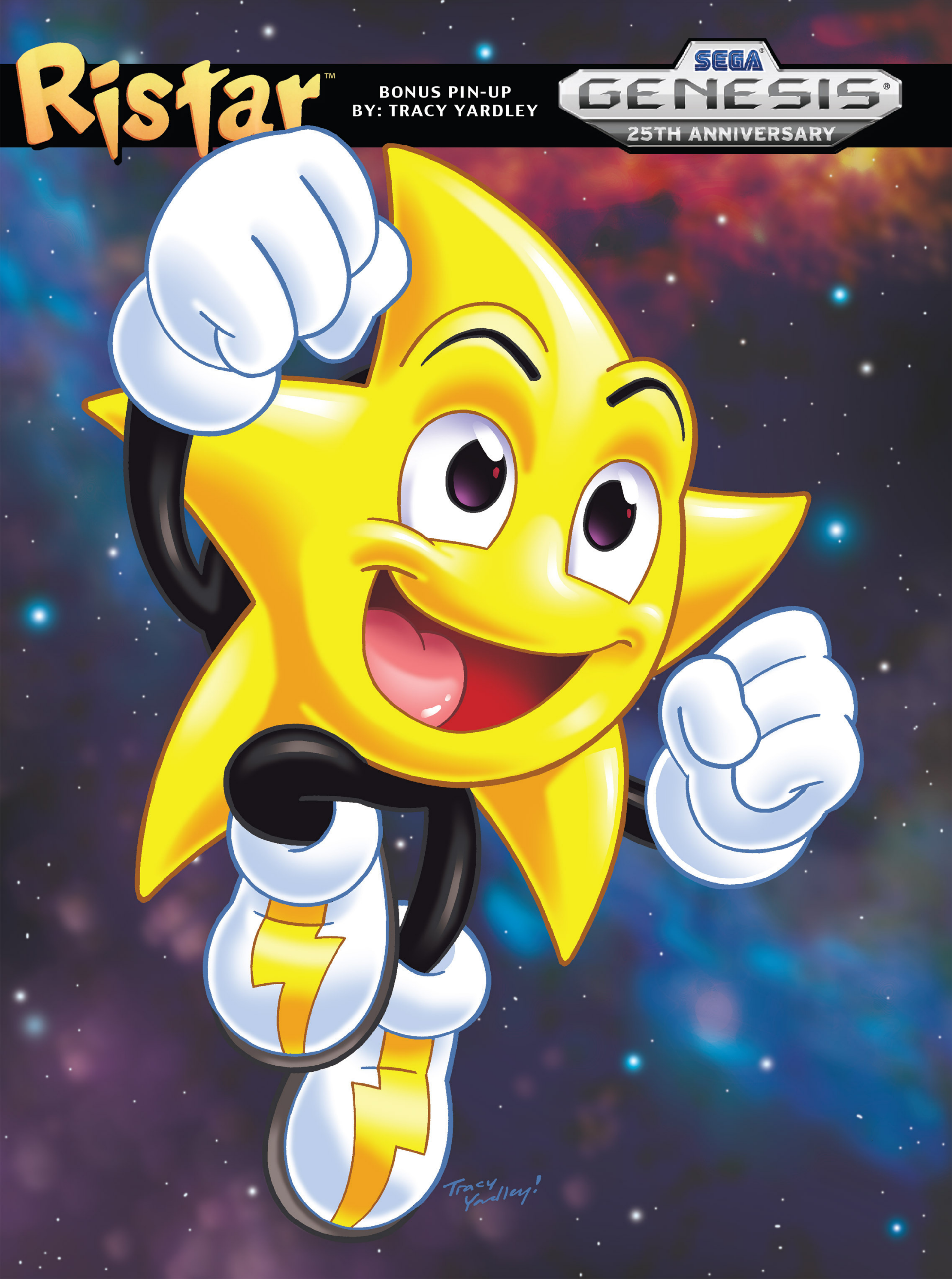
SEGA
GENESIS
STREETS OF RAGE ™
T-Rex
EVERYONE
E
CONTENT RATED BY
ESRB
SEGA
GENESIS
25TH ANNIVERSARY
OFFICIAL
SEGA
SEAL OF QUALITY

BONUS PIN-UP
BY: T. Rex

Ristar™

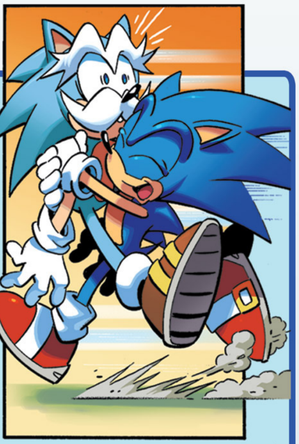
BONUS PIN-UP
BY: TRACY YARDLEY

SEGA GENESIS
25TH ANNIVERSARY


Tracy Yardley!

SONIC™ SUPER SPECIAL COMIC FEATURE:

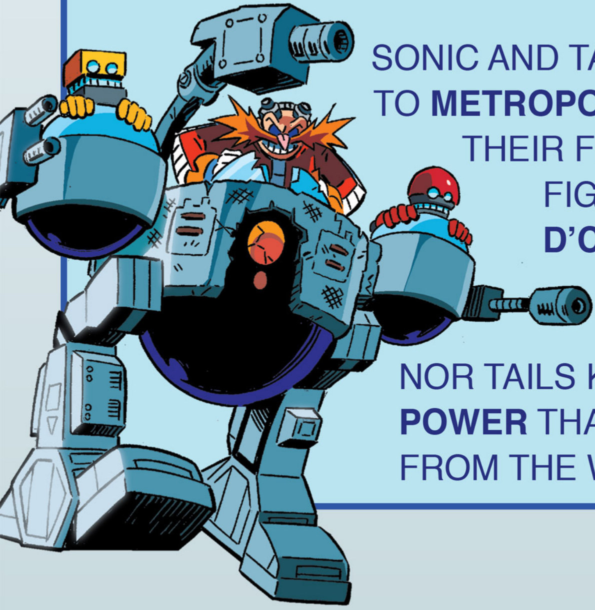
LET FREEDOM RING!



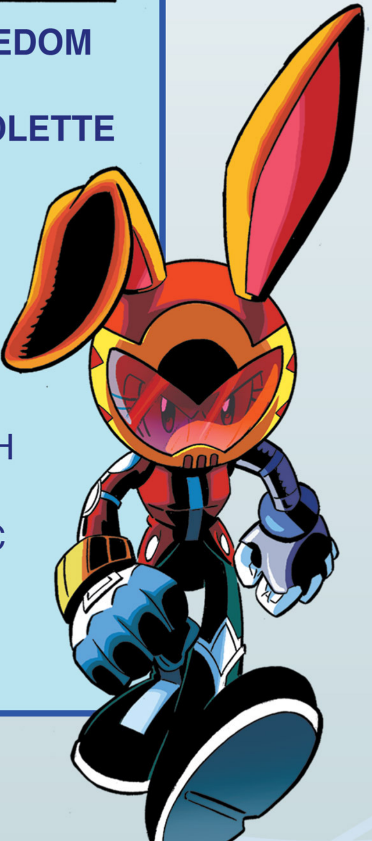
PREVIOUSLY...

AFTER FOILING **DR. EGGMAN'S** PLANS, BOTH **SONIC** AND EGGMAN WOKE UP BACK IN THEIR **HOME WORLD**, BUT WITH **NEW MEMORIES** -- AND A **NEW PAST**, ALTERED BY THE REALITY-WARPING **GENESIS WAVE!**

THE **ARTIFICIAL INTELLIGENCE** KNOWN AS **NICOLE** HOLDS THE KEY TO WHAT HAS HAPPENED, AND BY INTERACTING WITH THE HEROIC **FREEDOM FIGHTERS** SHE HAS BEGUN TO "DEFRAGMENT" THIS NEW WORLD. **TAILS, ROTOR THE WALRUS** AND **ANTOINE D'COOLETTE** HAVE ALL BEEN REVITALIZED WITH MORE ON THE WAY!

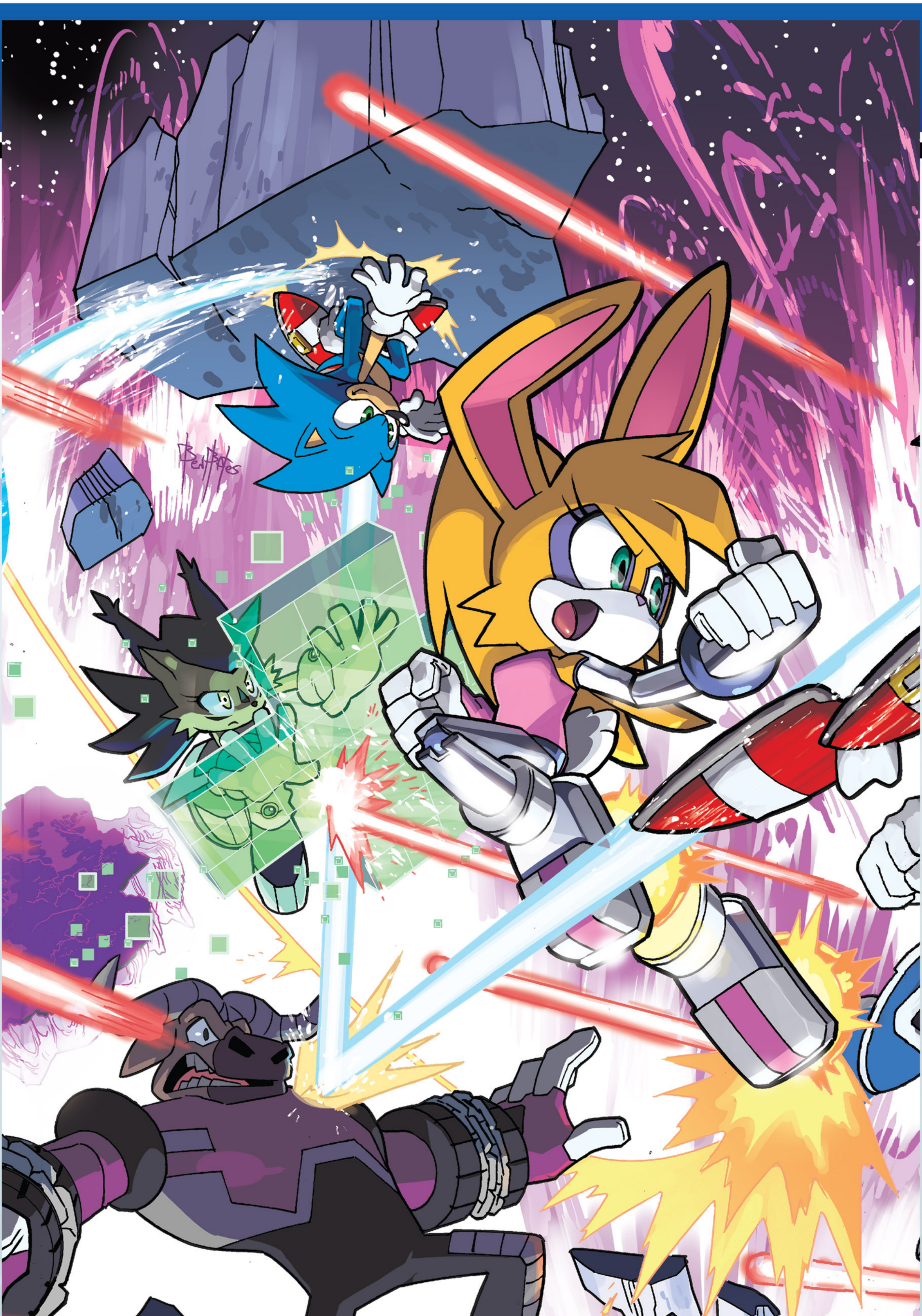


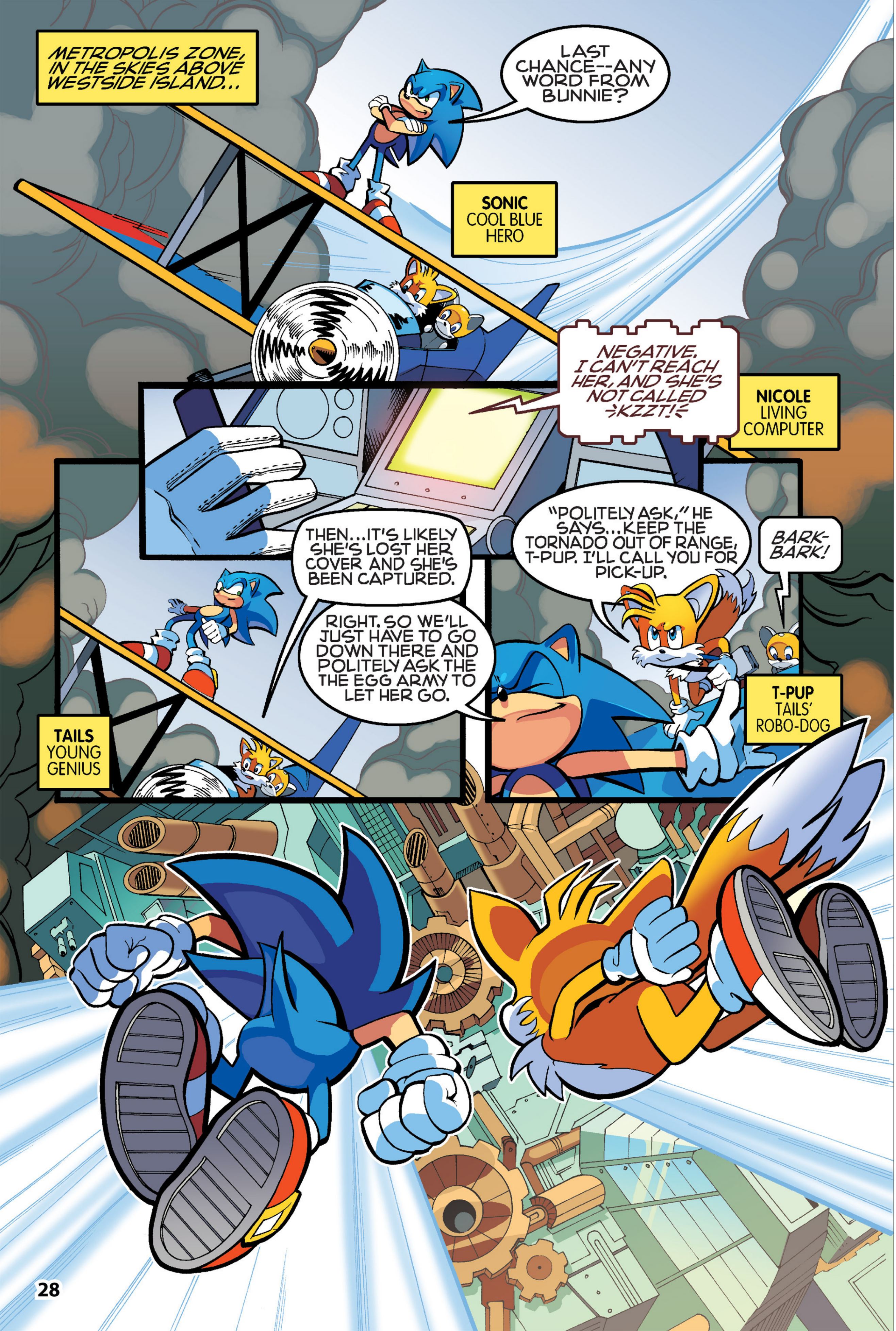
SONIC AND TAILS ARE NOW HEADED TO **METROPOLIS ZONE** TO FIND THEIR FELLOW FREEDOM FIGHTER **BUNNIE "RABBOT" D'COOLETTE**. AS THEY FLY HIGH IN THE SKY ABOARD THE TORNADO, NEITHER SONIC NOR TAILS KNOW OF THE **MONSTROUS POWER** THAT IS ABOUT TO EMERGE FROM THE WORLD BELOW…



DID YOU KNOW...

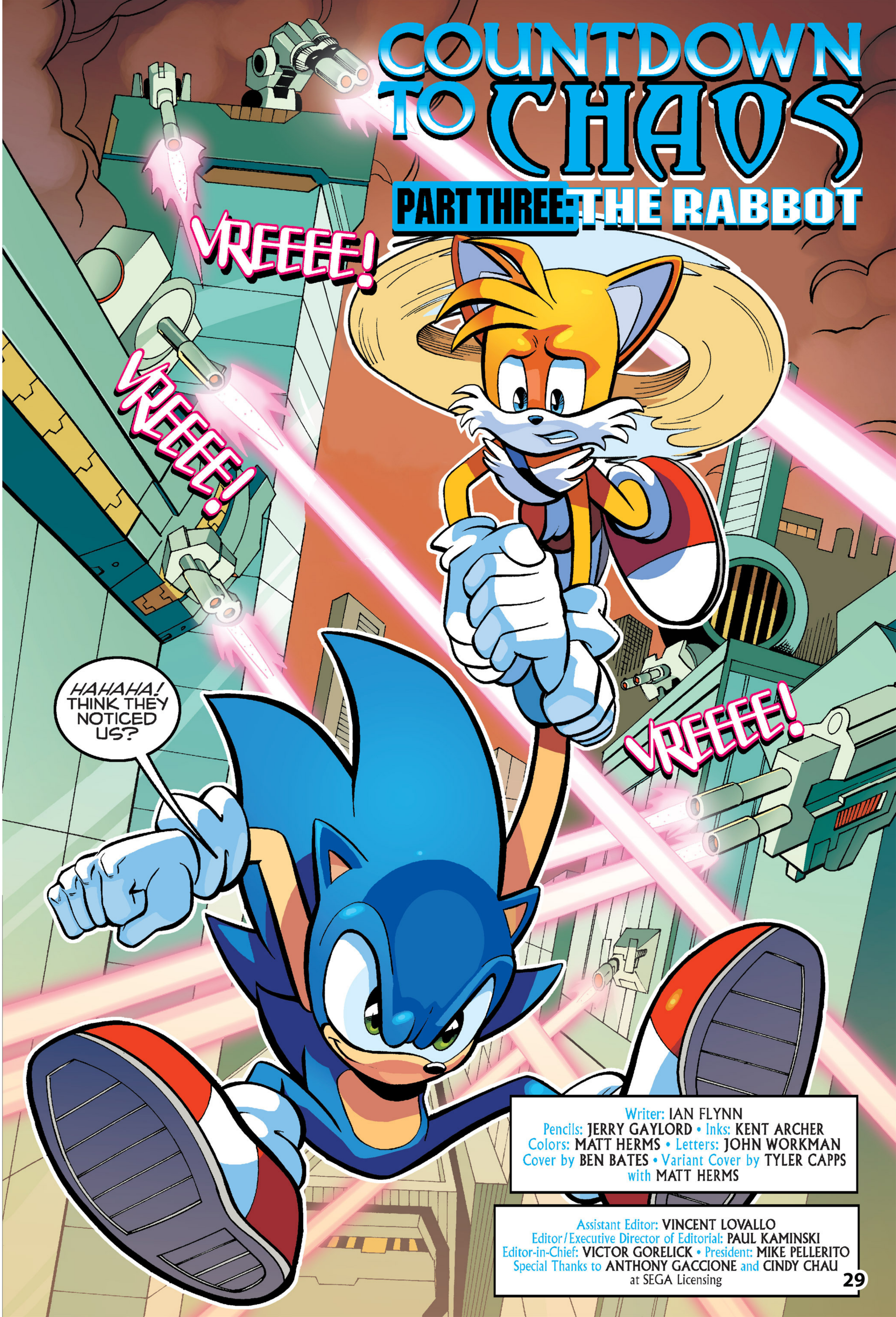
The Metropolis Zone that Sonic and Tails enter in this issue first debuted in the original *Sonic the Hedgehog 2* video game for the Sega Genesis. This zone is home to the fan-dreaded "Slicer" enemies and was one of the few levels to feature three acts instead of the usual two. Talk about a Metropolis!


BenBates


METROPOLIS ZONE, IN THE SKIES ABOVE WESTSIDE ISLAND...
LAST CHANCE--ANY WORD FROM BUNNIE?
SONIC COOL BLUE HERO
NEGATIVE. I CAN'T REACH HER, AND SHE'S NOT CALLED ⇢KZZT!⇠
NICOLE LIVING COMPUTER
THEN...IT'S LIKELY SHE'S LOST HER COVER AND SHE'S BEEN CAPTURED.
RIGHT. SO WE'LL JUST HAVE TO GO DOWN THERE AND POLITELY ASK THE THE EGG ARMY TO LET HER GO.
TAILS YOUNG GENIUS
"POLITELY ASK," HE SAYS...KEEP THE TORNADO OUT OF RANGE, T-PUP. I'LL CALL YOU FOR PICK-UP.
BARK-BARK!
T-PUP TAILS' ROBO-DOG

COUNTDOWN TO CHAOS

PART THREE: THE RABBOT


VREEEEE!
VREEEEE!
HAHAHA! THINK THEY NOTICED US?
VREEEEE!

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Colors: MATT HERMS • Letters: JOHN WORKMAN
Cover by BEN BATES • Variant Cover by TYLER CAPPS
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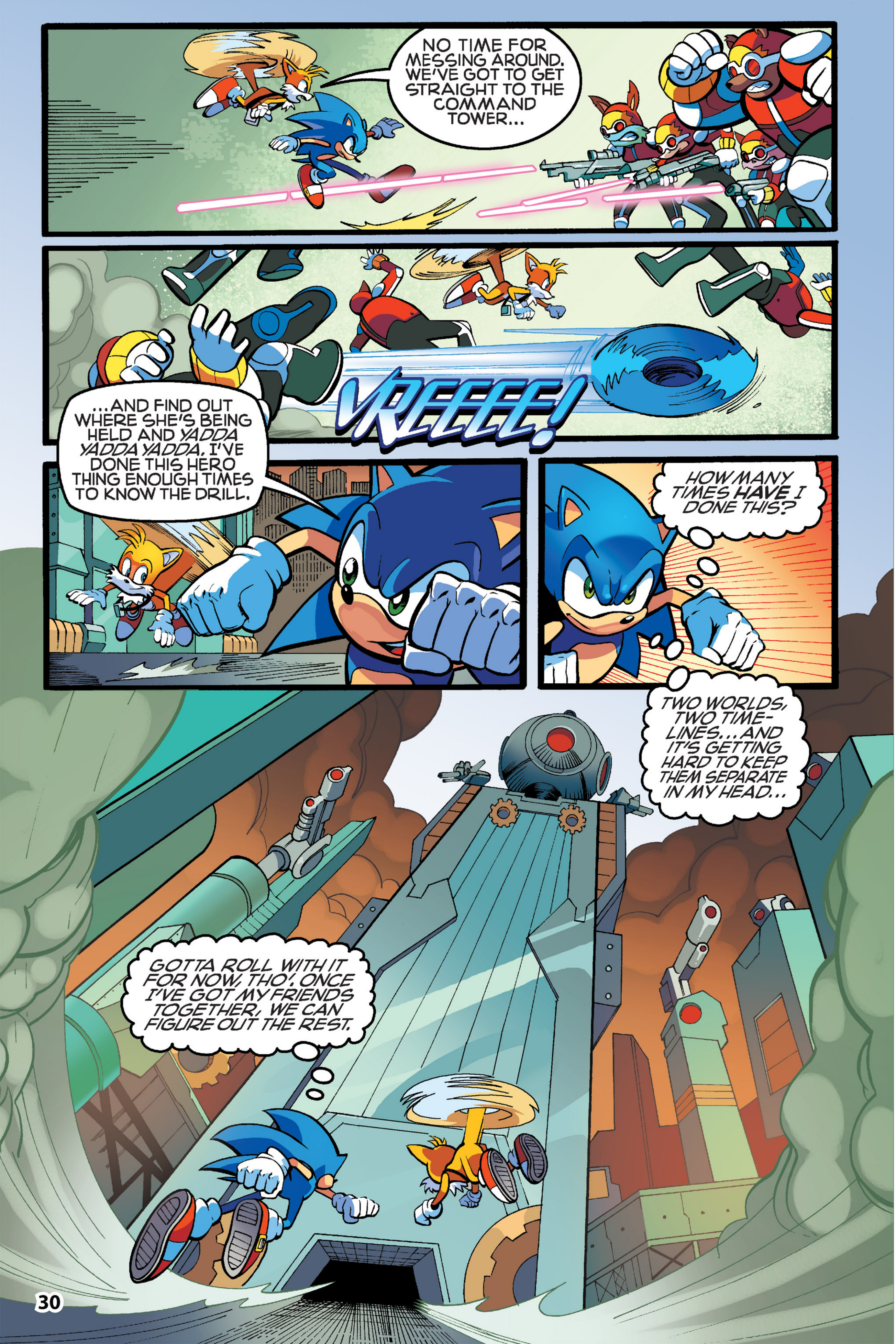
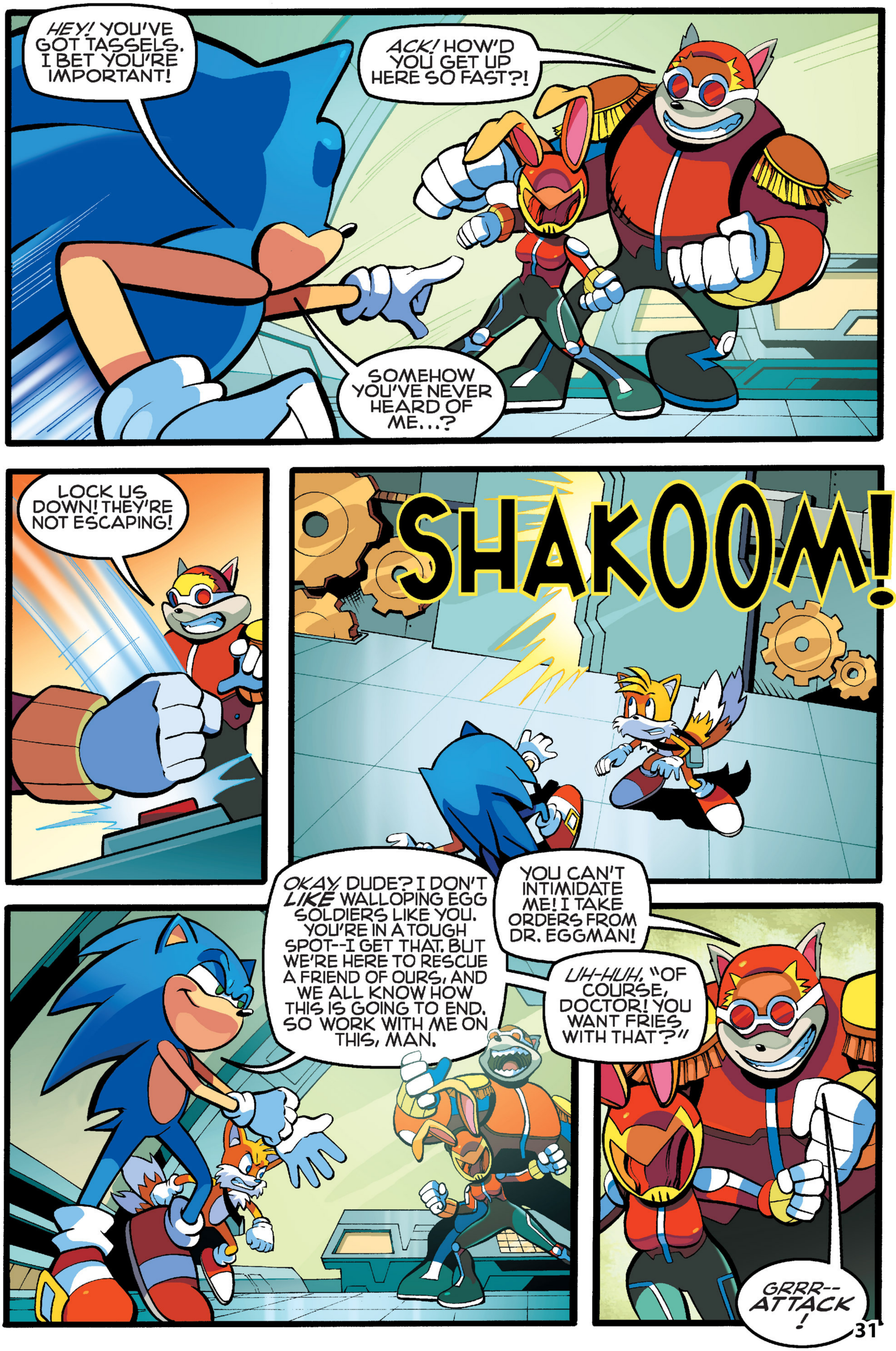
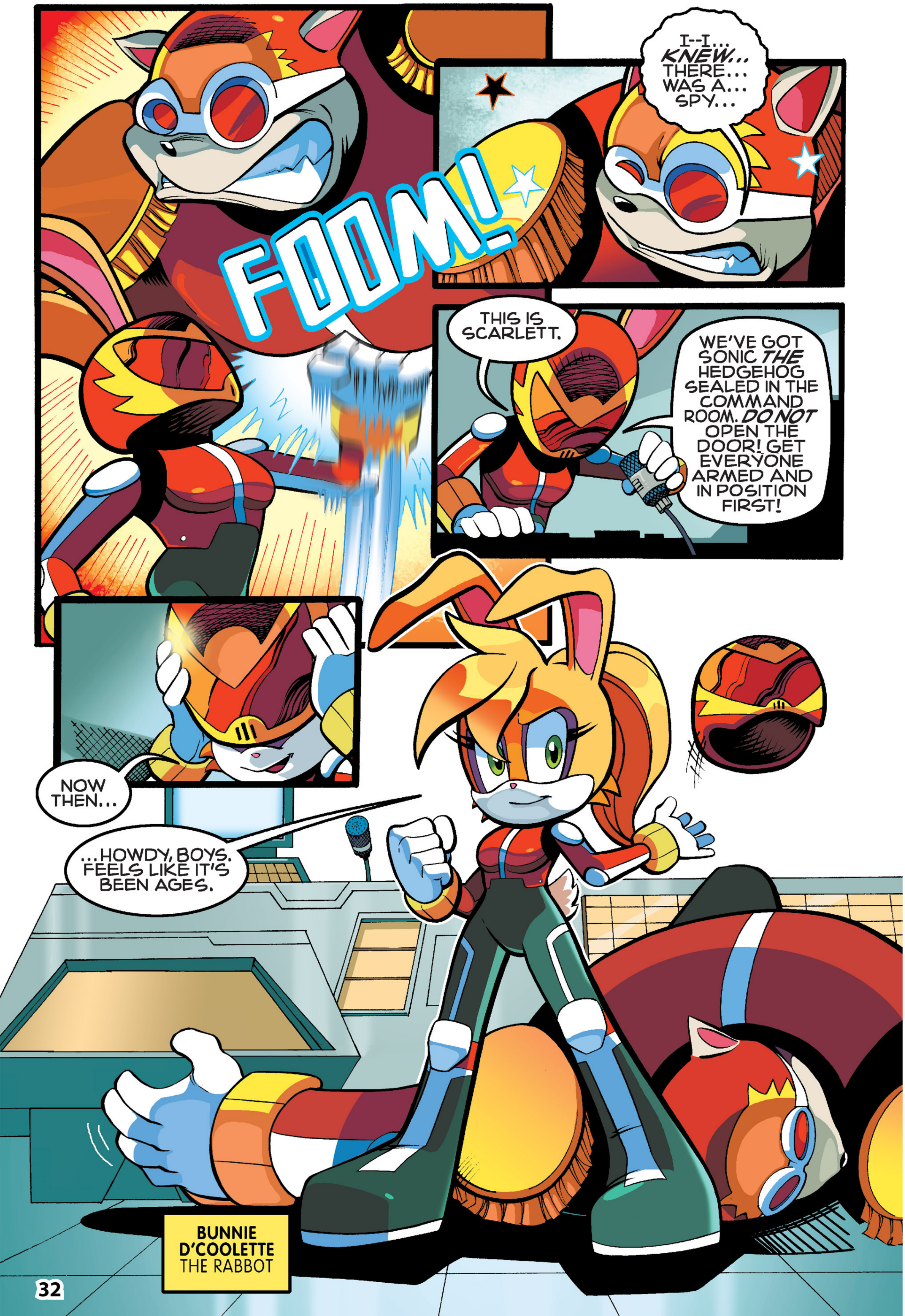
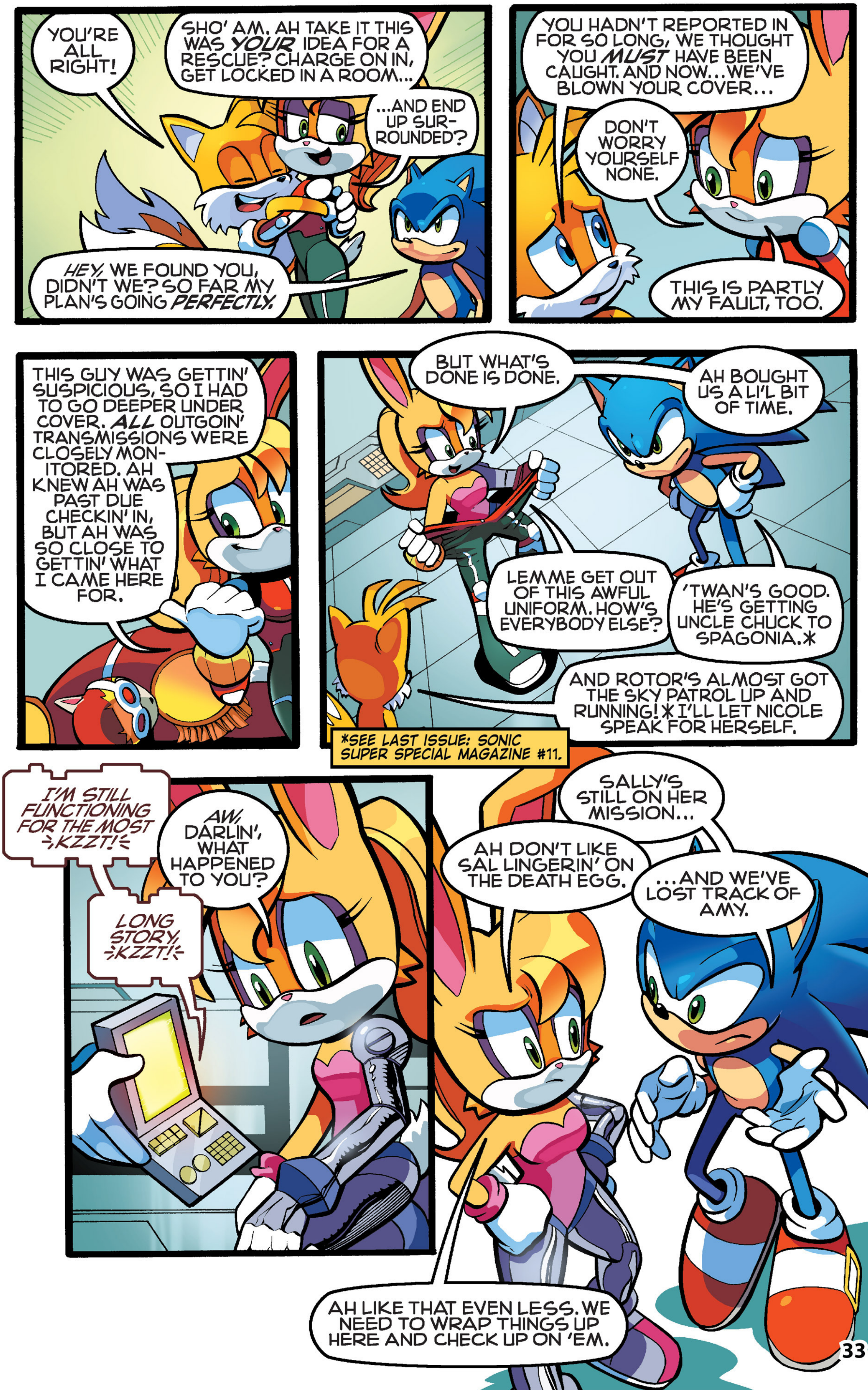
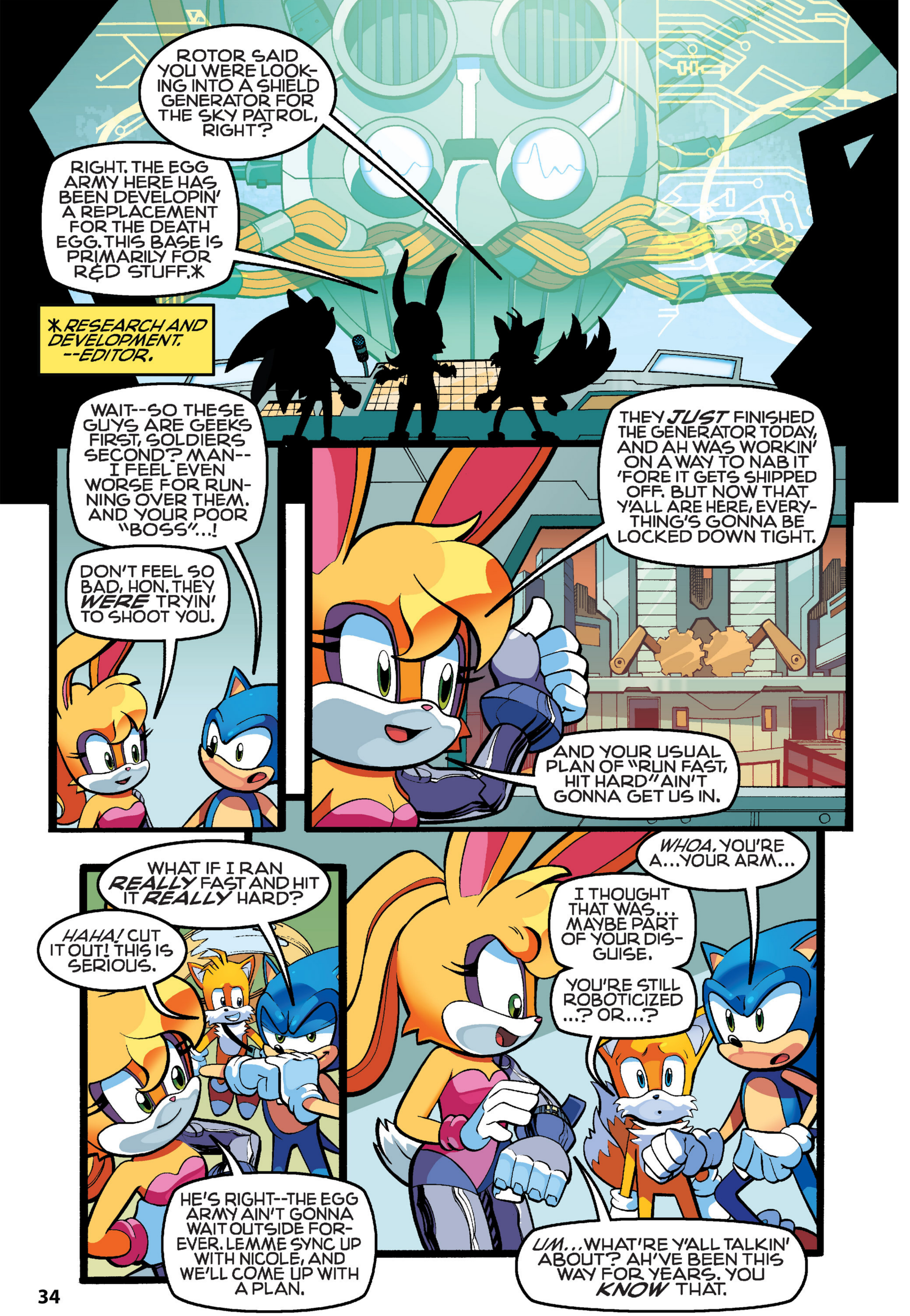
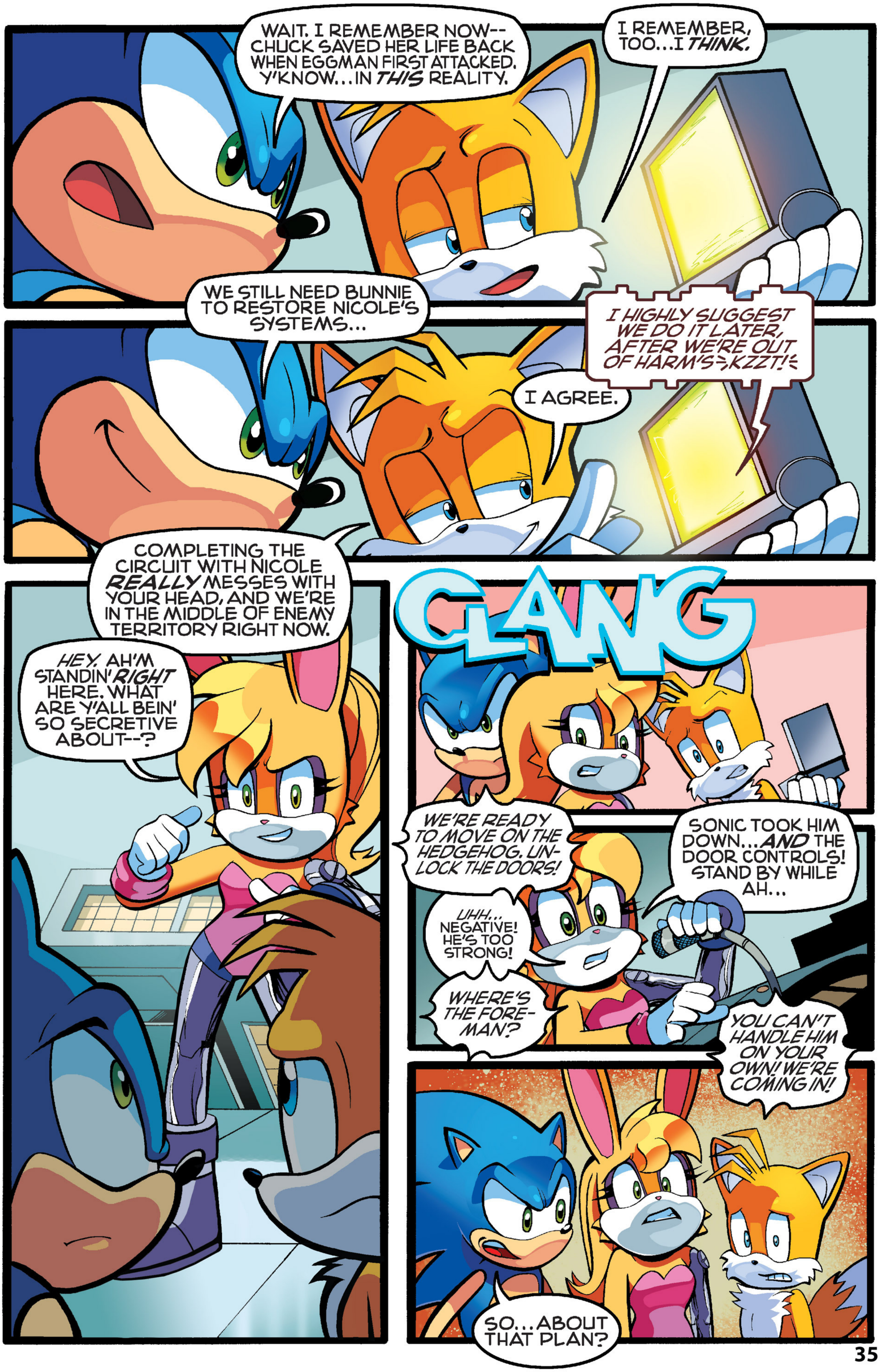

NO TIME FOR MESSING AROUND. WE'VE GOT TO GET STRAIGHT TO THE COMMAND TOWER...
...AND FIND OUT WHERE SHE'S BEING HELD AND *YADDA YADDA YADDA*. I'VE DONE THIS HERO THING ENOUGH TIMES TO KNOW THE DRILL.
VREEEE!
*HOW MANY TIMES **HAVE** I DONE THIS?*
TWO WORLDS, TWO TIMELINES... AND IT'S GETTING HARD TO KEEP THEM SEPARATE IN MY HEAD...
GOTTA ROLL WITH IT FOR NOW, THO'. ONCE I'VE GOT MY FRIENDS TOGETHER, WE CAN FIGURE OUT THE REST.

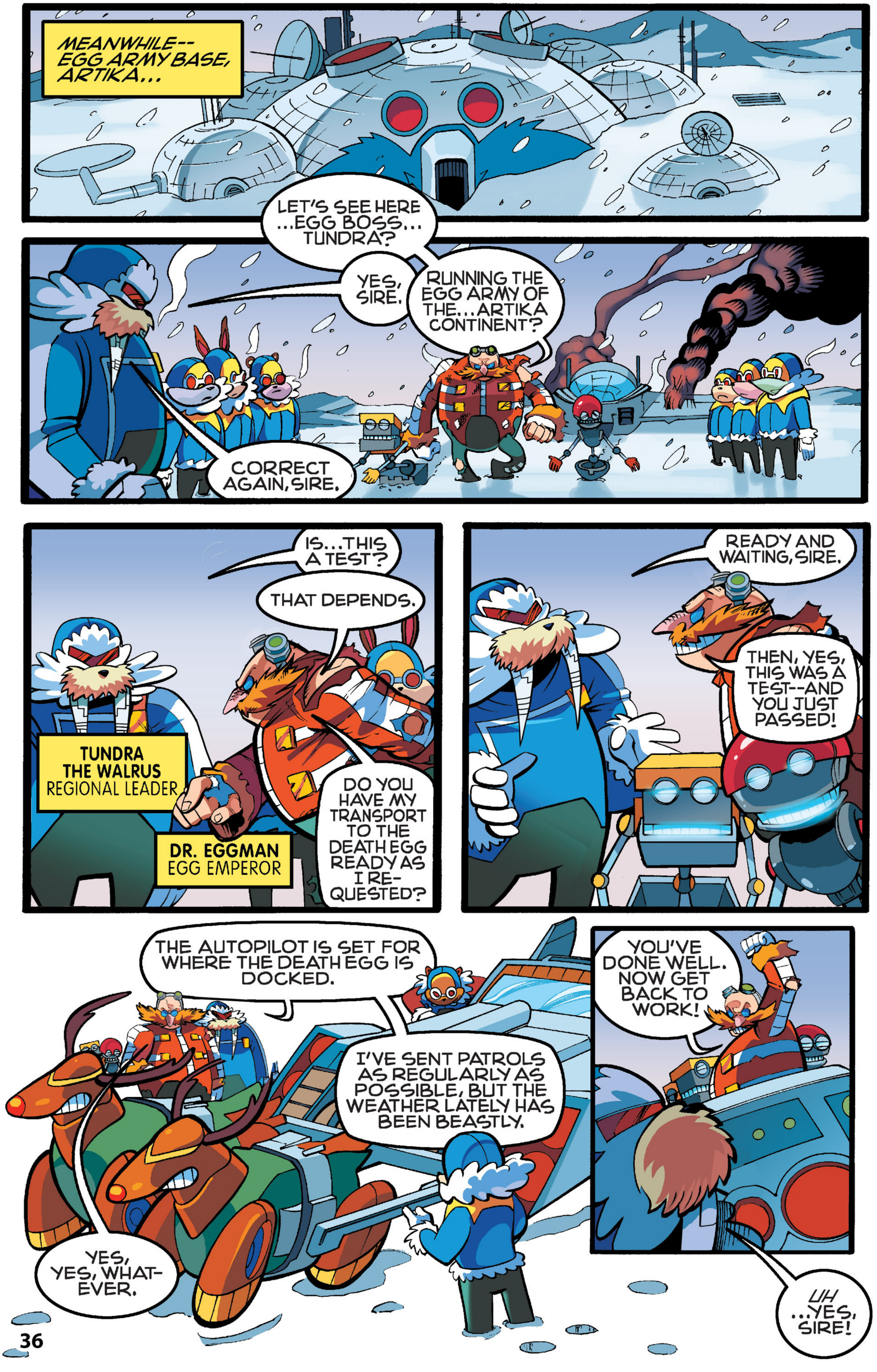

HEY! YOU'VE GOT TASSELS. I BET YOU'RE IMPORTANT!
ACK! HOW'D YOU GET UP HERE SO FAST?!
SOMEHOW YOU'VE NEVER HEARD OF ME...?
LOCK US DOWN! THEY'RE NOT ESCAPING!
SHAKOOM!
OKAY, DUDE? I DON'T ***LIKE*** WALLOPING EGG SOLDIERS LIKE YOU. YOU'RE IN A TOUGH SPOT--I GET THAT. BUT WE'RE HERE TO RESCUE A FRIEND OF OURS, AND WE ALL KNOW HOW THIS IS GOING TO END. SO WORK WITH ME ON THIS, MAN.
YOU CAN'T INTIMIDATE ME! I TAKE ORDERS FROM DR. EGGMAN!
UH-HUH. "OF COURSE, DOCTOR! YOU WANT FRIES WITH THAT?"
GRRR-- ***ATTACK!***

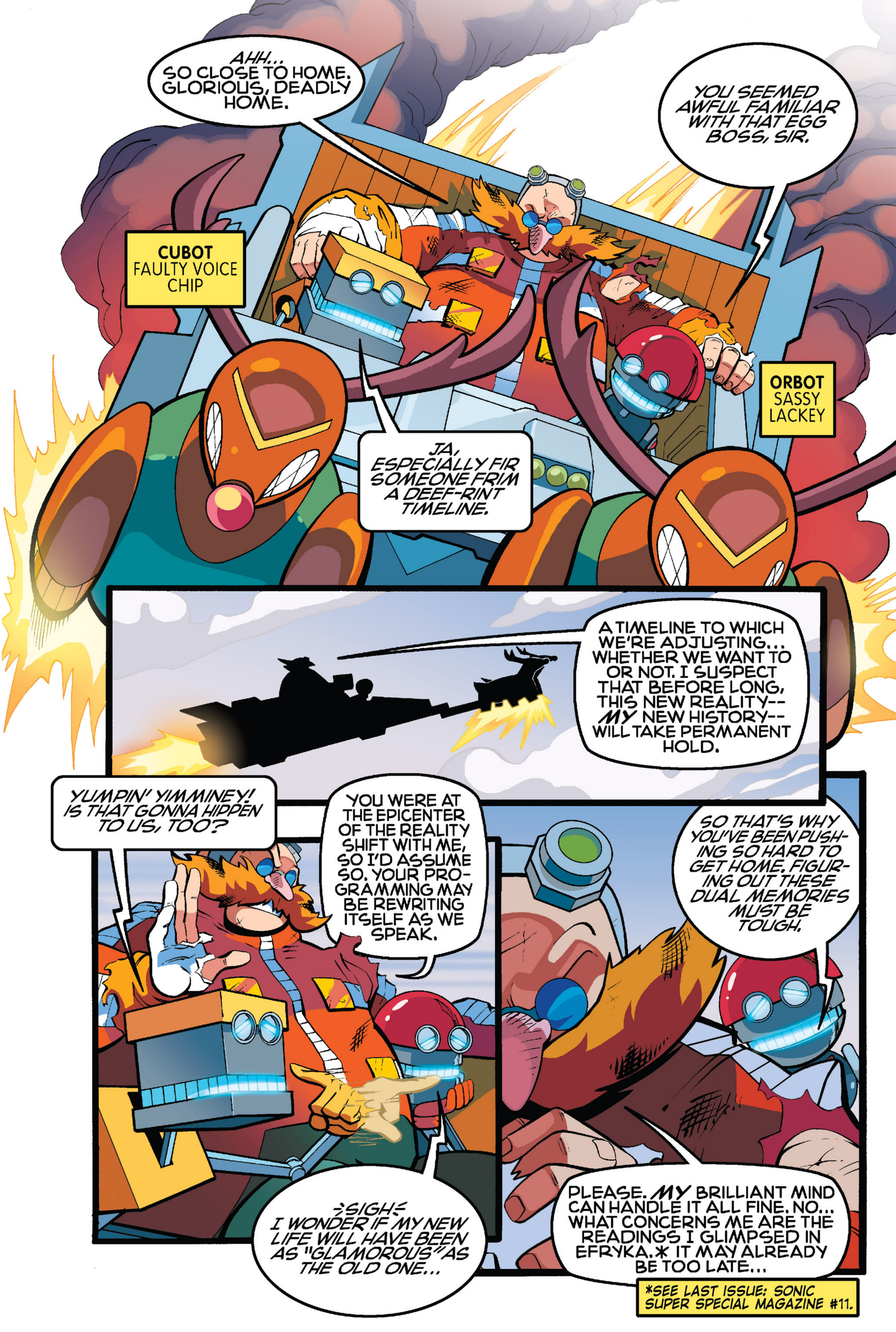

FOOM!
I--I... KNEW... THERE... WAS A... SPY...
THIS IS SCARLETT.
WE'VE GOT SONIC THE HEDGEHOG SEALED IN THE COMMAND ROOM. DO NOT OPEN THE DOOR! GET EVERYONE ARMED AND IN POSITION FIRST!
NOW THEN...
...HOWDY, BOYS. FEELS LIKE IT'S BEEN AGES.
BUNNIE D'COOLETTE THE RABBOT

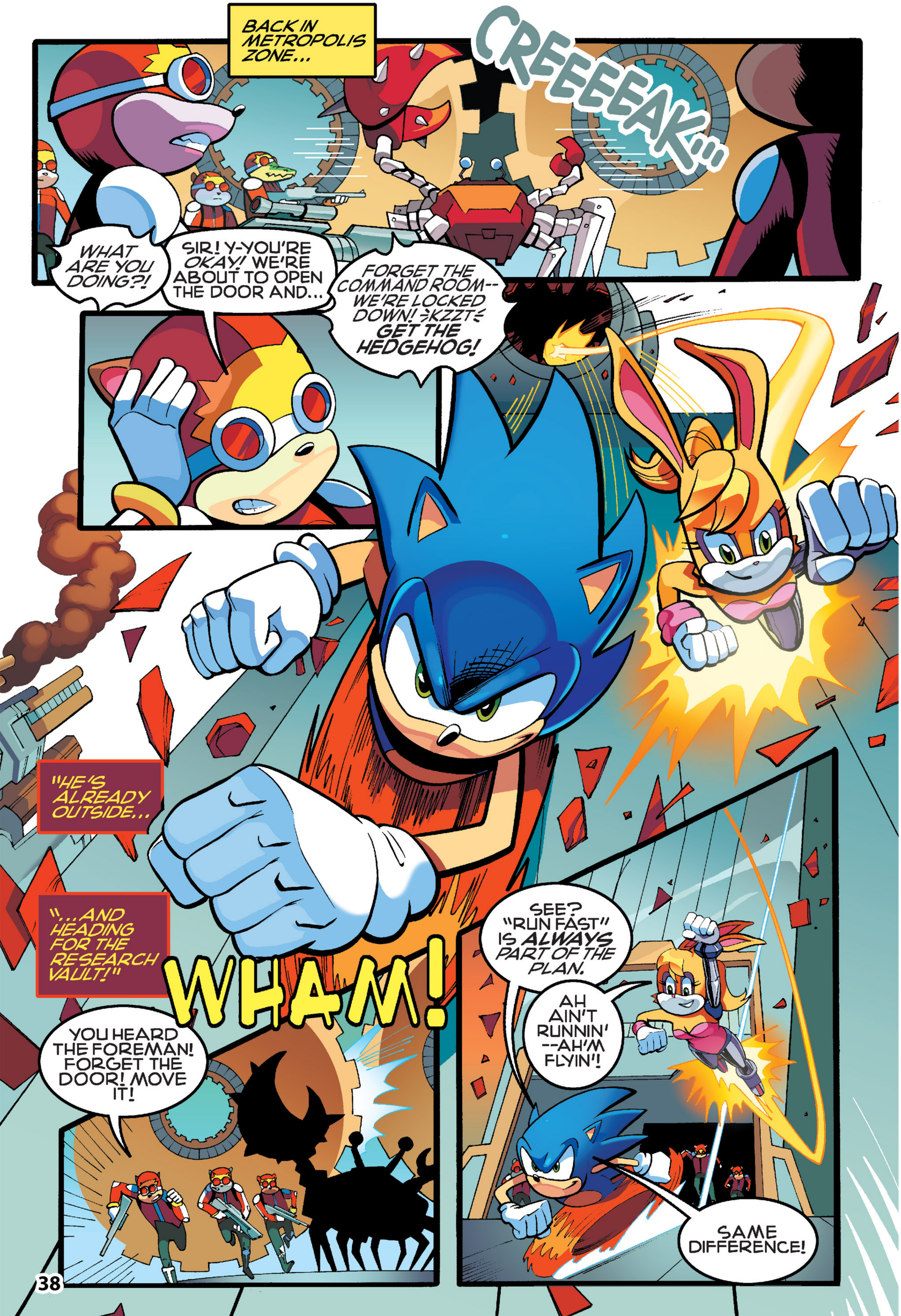

YOU'RE ALL RIGHT!
SHO' AM. AH TAKE IT THIS WAS *YOUR* IDEA FOR A RESCUE? CHARGE ON IN, GET LOCKED IN A ROOM...
...AND END UP SURROUNDED?
HEY, WE FOUND YOU, DIDN'T WE? SO FAR MY PLAN'S GOING *PERFECTLY.*
YOU HADN'T REPORTED IN FOR SO LONG, WE THOUGHT YOU *MUST* HAVE BEEN CAUGHT. AND NOW... WE'VE BLOWN YOUR COVER...
DON'T WORRY YOURSELF NONE.
THIS IS PARTLY MY FAULT, TOO.
THIS GUY WAS GETTIN' SUSPICIOUS, SO I HAD TO GO DEEPER UNDER COVER. *ALL* OUTGOIN' TRANSMISSIONS WERE CLOSELY MONITORED. AH KNEW AH WAS PAST DUE CHECKIN' IN, BUT AH WAS SO CLOSE TO GETTIN' WHAT I CAME HERE FOR.
BUT WHAT'S DONE IS DONE.
AH BOUGHT US A LI'L BIT OF TIME.
LEMME GET OUT OF THIS AWFUL UNIFORM. HOW'S EVERYBODY ELSE?
'TWAN'S GOOD. HE'S GETTING UNCLE CHUCK TO SPAGONIA.*
AND ROTOR'S ALMOST GOT THE SKY PATROL UP AND RUNNING!* I'LL LET NICOLE SPEAK FOR HERSELF.
**SEE LAST ISSUE: SONIC SUPER SPECIAL MAGAZINE #11.*
I'M STILL FUNCTIONING FOR THE MOST -KZZT!-
LONG STORY. -KZZT!-
AW, DARLIN', WHAT HAPPENED TO YOU?
SALLY'S STILL ON HER MISSION...
AH DON'T LIKE SAL LINGERIN' ON THE DEATH EGG.
...AND WE'VE LOST TRACK OF AMY.
AH LIKE THAT EVEN LESS. WE NEED TO WRAP THINGS UP HERE AND CHECK UP ON 'EM.

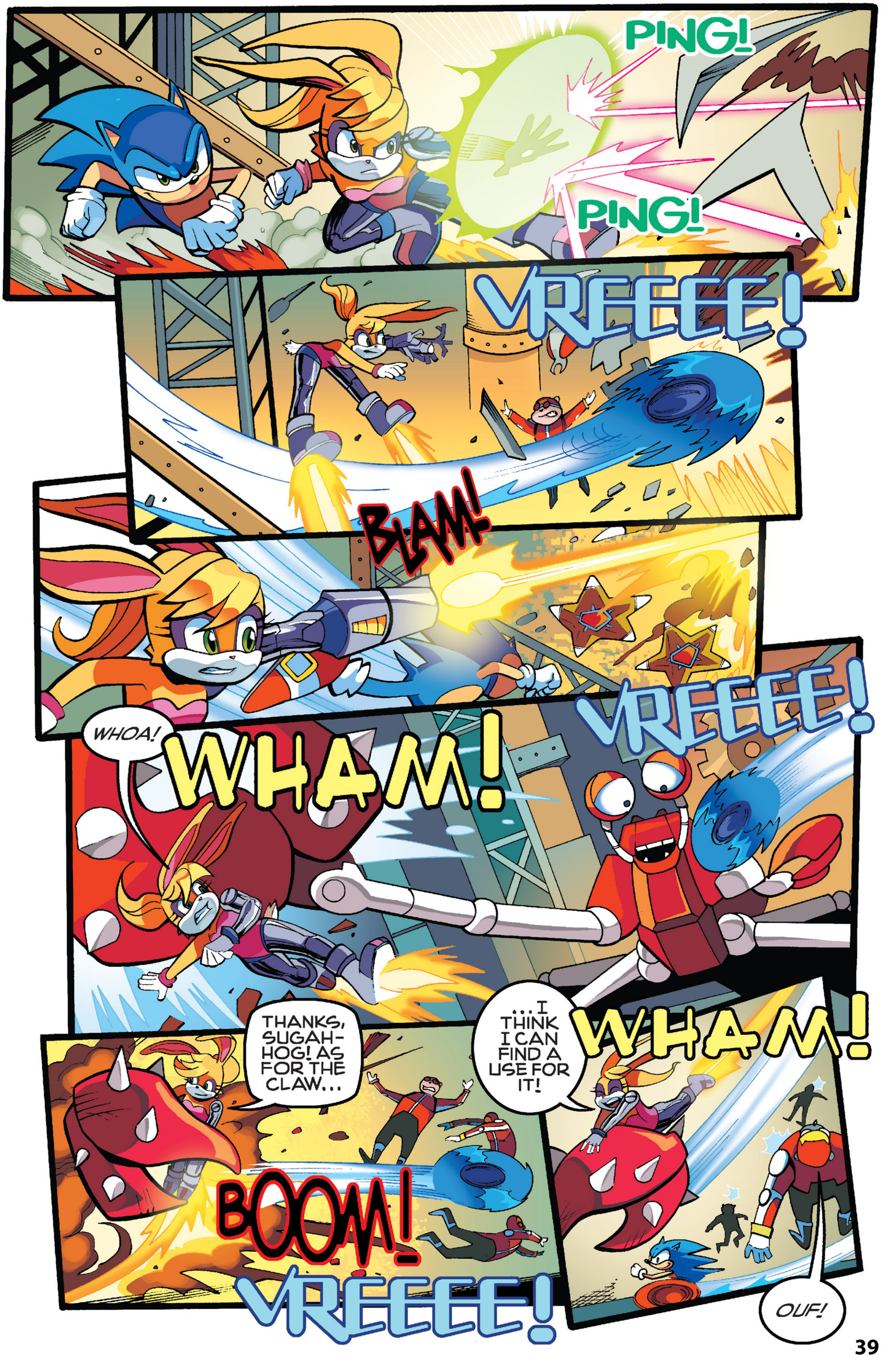

ROTOR SAID YOU WERE LOOKING INTO A SHIELD GENERATOR FOR THE SKY PATROL, RIGHT?
RIGHT. THE EGG ARMY HERE HAS BEEN DEVELOPIN' A REPLACEMENT FOR THE DEATH EGG. THIS BASE IS PRIMARILY FOR R&D STUFF.*
*RESEARCH AND DEVELOPMENT. --EDITOR.
WAIT--SO THESE GUYS ARE GEEKS FIRST, SOLDIERS SECOND? MAN--I FEEL EVEN WORSE FOR RUNNING OVER THEM. AND YOUR POOR "BOSS"...!
DON'T FEEL SO BAD, HON. THEY *WERE* TRYIN' TO SHOOT YOU.
THEY *JUST* FINISHED THE GENERATOR TODAY, AND AH WAS WORKIN' ON A WAY TO NAB IT 'FORE IT GETS SHIPPED OFF. BUT NOW THAT Y'ALL ARE HERE, EVERYTHING'S GONNA BE LOCKED DOWN TIGHT.
AND YOUR USUAL PLAN OF "RUN FAST, HIT HARD" AIN'T GONNA GET US IN.
WHAT IF I RAN *REALLY* FAST AND HIT IT *REALLY* HARD?
HAHA! CUT IT OUT! THIS IS SERIOUS.
HE'S RIGHT--THE EGG ARMY AIN'T GONNA WAIT OUTSIDE FOREVER. LEMME SYNC UP WITH NICOLE, AND WE'LL COME UP WITH A PLAN.
WHOA, YOU'RE A...YOUR ARM...
I THOUGHT THAT WAS... MAYBE PART OF YOUR DISGUISE.
YOU'RE STILL ROBOTICIZED ...? OR...?
UM...WHAT'RE Y'ALL TALKIN' ABOUT? AH'VE BEEN THIS WAY FOR YEARS. YOU *KNOW* THAT.

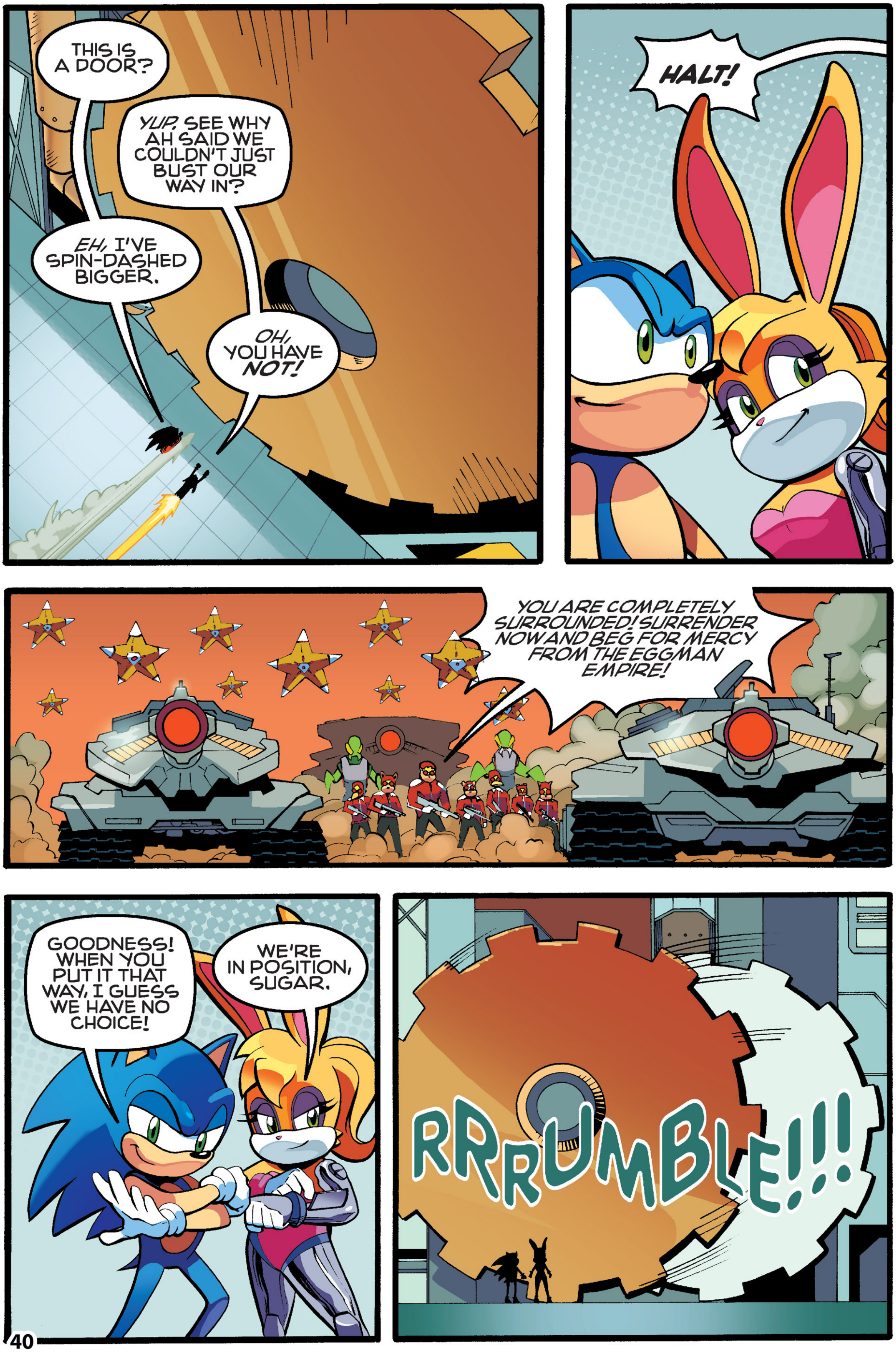

WAIT. I REMEMBER NOW-- CHUCK SAVED HER LIFE BACK WHEN EGGMAN FIRST ATTACKED. Y'KNOW... IN *THIS* REALITY.
I REMEMBER, TOO... I *THINK.*
WE STILL NEED BUNNIE TO RESTORE NICOLE'S SYSTEMS...
I HIGHLY SUGGEST WE DO IT LATER, AFTER WE'RE OUT OF HARM'S KZZT!
I AGREE.
COMPLETING THE CIRCUIT WITH NICOLE *REALLY* MESSES WITH YOUR HEAD, AND WE'RE IN THE MIDDLE OF ENEMY TERRITORY RIGHT NOW.
HEY. AH'M STANDIN' *RIGHT* HERE. WHAT ARE Y'ALL BEIN' SO SECRETIVE ABOUT--?
CLANG
WE'RE READY TO MOVE ON THE HEDGEHOG. UNLOCK THE DOORS!
SONIC TOOK HIM DOWN... *AND* THE DOOR CONTROLS! STAND BY WHILE AH...
UHH... NEGATIVE! HE'S TOO STRONG!
WHERE'S THE FOREMAN?
YOU CAN'T HANDLE HIM ON YOUR OWN! WE'RE COMING IN!
SO... ABOUT THAT PLAN?

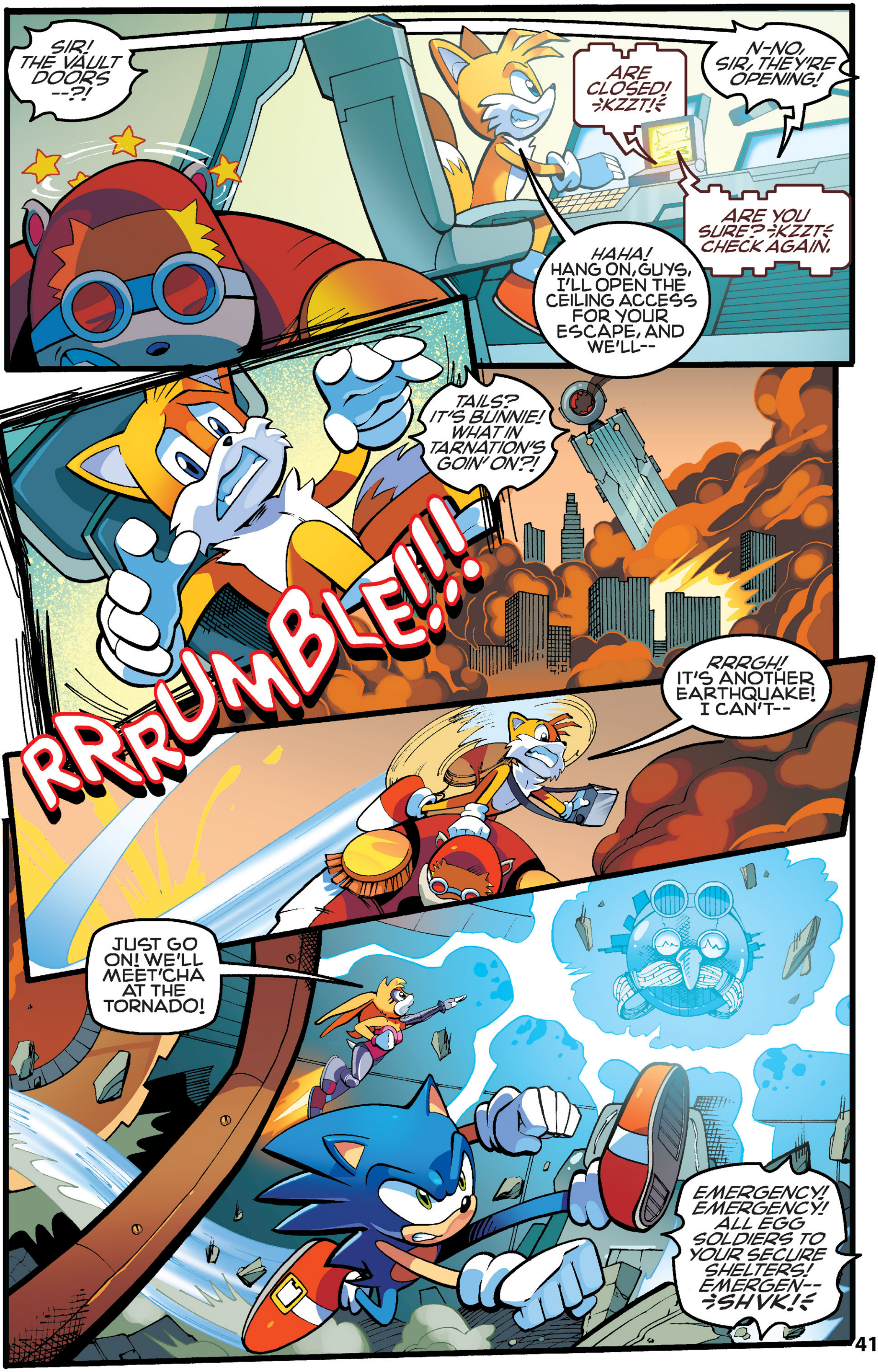

MEANWHILE-- EGG ARMY BASE, ARTIKA...
LET'S SEE HERE ...EGG BOSS... TUNDRA?
YES, SIRE.
RUNNING THE EGG ARMY OF THE...ARTIKA CONTINENT?
CORRECT AGAIN, SIRE.
IS...THIS A TEST?
THAT DEPENDS.
TUNDRA THE WALRUS REGIONAL LEADER
DR. EGGMAN EGG EMPEROR
DO YOU HAVE MY TRANSPORT TO THE DEATH EGG READY AS I REQUESTED?
READY AND WAITING, SIRE.
THEN, YES, THIS WAS A TEST--AND YOU JUST PASSED!
THE AUTOPILOT IS SET FOR WHERE THE DEATH EGG IS DOCKED.
I'VE SENT PATROLS AS REGULARLY AS POSSIBLE, BUT THE WEATHER LATELY HAS BEEN BEASTLY.
YES, YES, WHATEVER.
YOU'VE DONE WELL. NOW GET BACK TO WORK!
UH ...YES, SIRE!

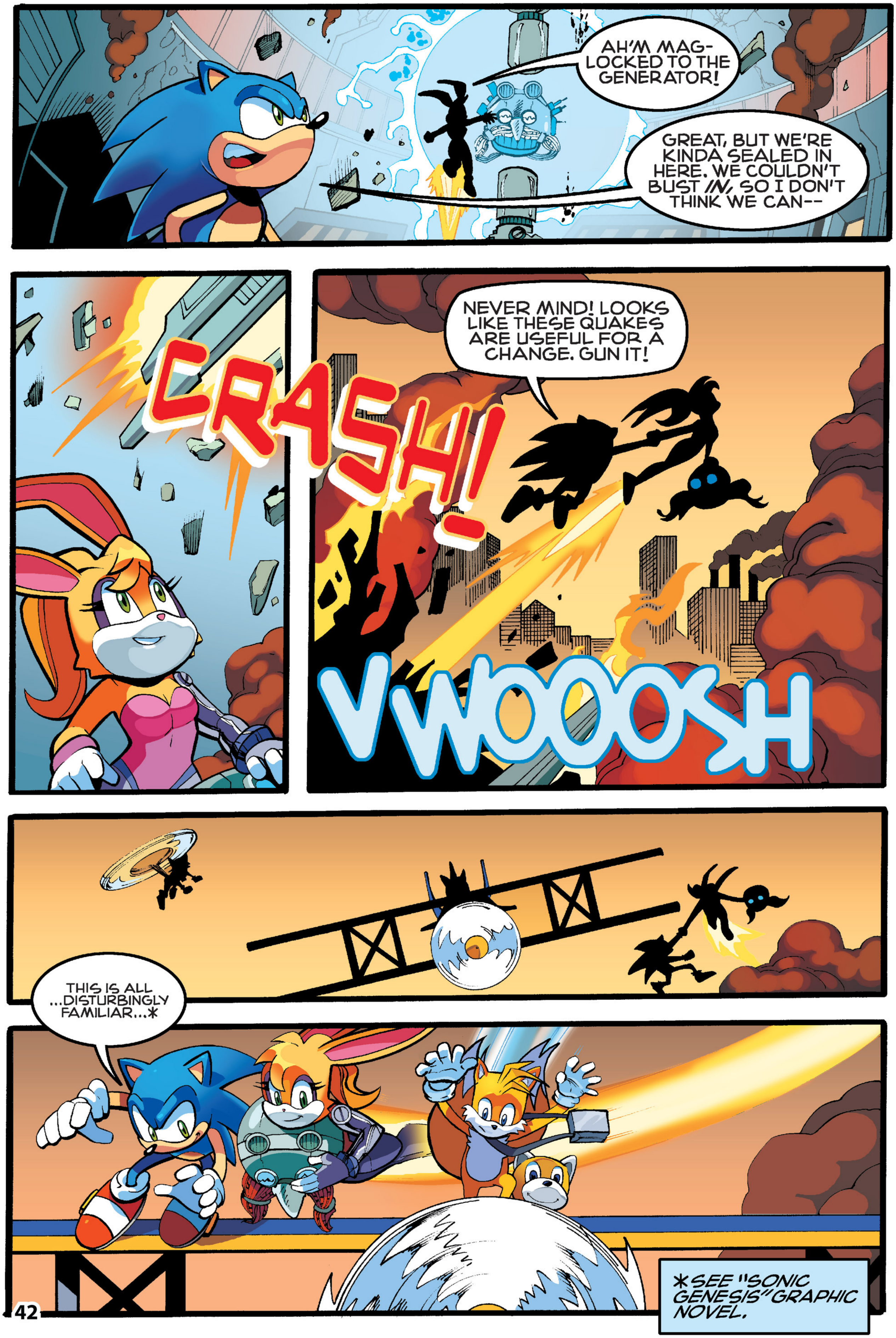

AHH... SO CLOSE TO HOME. GLORIOUS, DEADLY HOME.
YOU SEEMED AWFUL FAMILIAR WITH THAT EGG BOSS, SIR.
CUBOT FAULTY VOICE CHIP
ORBOT SASSY LACKEY
JA, ESPECIALLY FIR SOMEONE FRIM A DEEF-RINT TIMELINE.
A TIMELINE TO WHICH WE'RE ADJUSTING... WHETHER WE WANT TO OR NOT. I SUSPECT THAT BEFORE LONG, THIS NEW REALITY-- *MY* NEW HISTORY-- WILL TAKE PERMANENT HOLD.
YUMPIN' YIMMINEY! IS THAT GONNA HIPPEN TO US, TOO?
YOU WERE AT THE EPICENTER OF THE REALITY SHIFT WITH ME, SO I'D ASSUME SO. YOUR PROGRAMMING MAY BE REWRITING ITSELF AS WE SPEAK.
SIGH I WONDER IF MY NEW LIFE WILL HAVE BEEN AS "GLAMOROUS" AS THE OLD ONE...
SO THAT'S WHY YOU'VE BEEN PUSHING SO HARD TO GET HOME. FIGURING OUT THESE DUAL MEMORIES MUST BE TOUGH.
PLEASE. *MY* BRILLIANT MIND CAN HANDLE IT ALL FINE. NO... WHAT CONCERNS ME ARE THE READINGS I GLIMPSED IN EFRYKA.* IT MAY ALREADY BE TOO LATE...
*SEE LAST ISSUE: SONIC SUPER SPECIAL MAGAZINE #11.

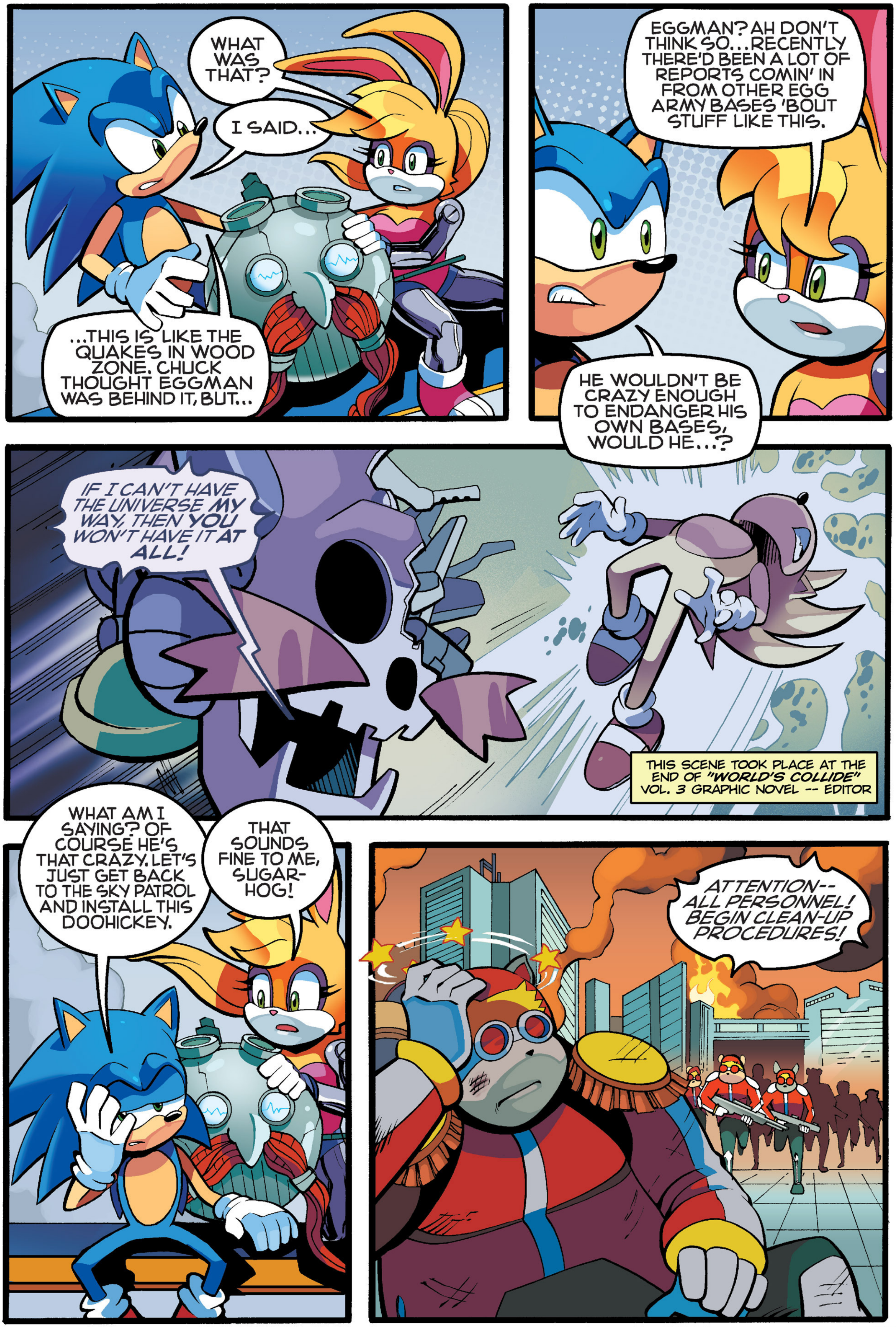

BACK IN METROPOLIS ZONE...
CREEEEAK...
WHAT ARE YOU DOING?!
SIR! Y-YOU'RE OKAY! WE'RE ABOUT TO OPEN THE DOOR AND...
FORGET THE COMMAND ROOM-- WE'RE LOCKED DOWN! ⋟KZZT⋞ **GET THE HEDGEHOG!**
"HE'S ALREADY OUTSIDE...
"...AND HEADING FOR THE RESEARCH VAULT!"
WHAM!
YOU HEARD THE FOREMAN! FORGET THE DOOR! MOVE IT!
SEE? "RUN FAST" IS ***ALWAYS*** PART OF THE PLAN.
AH AIN'T RUNNIN' --AH'M FLYIN'!
SAME DIFFERENCE!

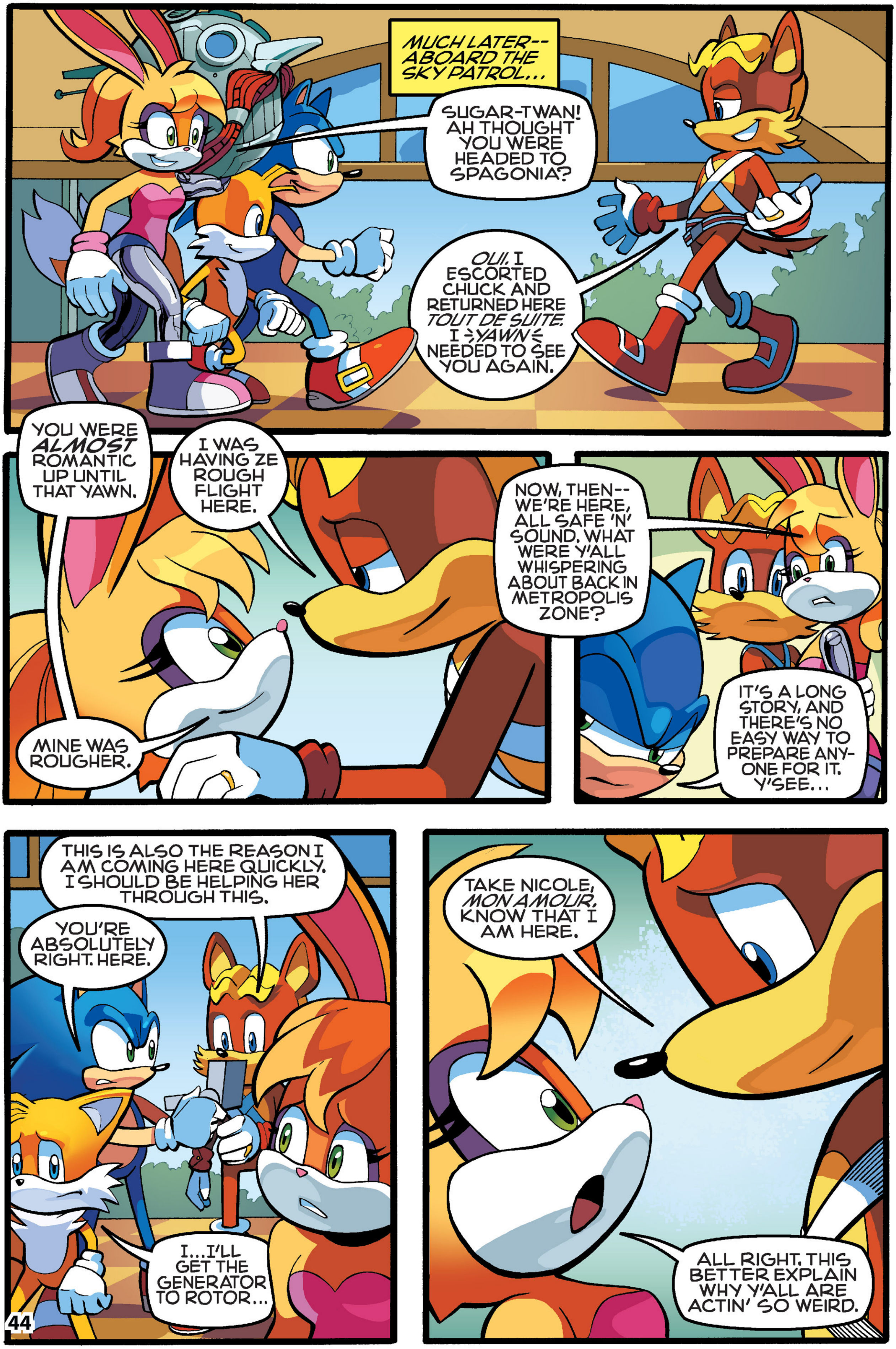

PING!
PING!
VREEEE!
BLAM!
VREEEE!
WHOA!
WHAM!
THANKS, SUGAH-HOG! AS FOR THE CLAW…
…I THINK I CAN FIND A USE FOR IT!
WHAM!
BOOM!
VREEEE!
OUF!

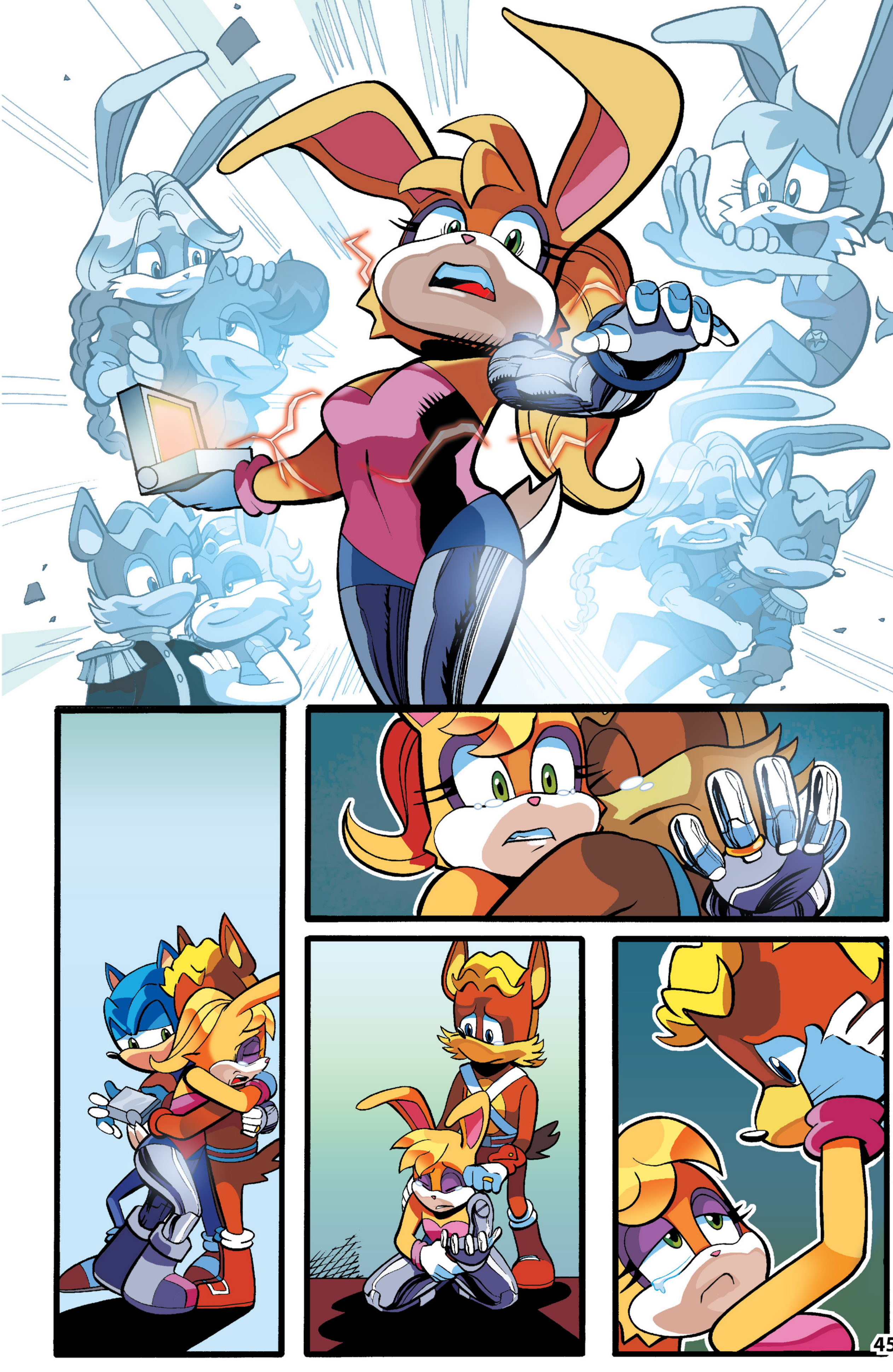

THIS IS A DOOR?
YUP, SEE WHY AH SAID WE COULDN'T JUST BUST OUR WAY IN?
EH, I'VE SPIN-DASHED BIGGER.
OH, YOU HAVE NOT!
HALT!
YOU ARE COMPLETELY SURROUNDED! SURRENDER NOW AND BEG FOR MERCY FROM THE EGGMAN EMPIRE!
GOODNESS! WHEN YOU PUT IT THAT WAY, I GUESS WE HAVE NO CHOICE!
WE'RE IN POSITION, SUGAR.
RRRRUMBLE!!!

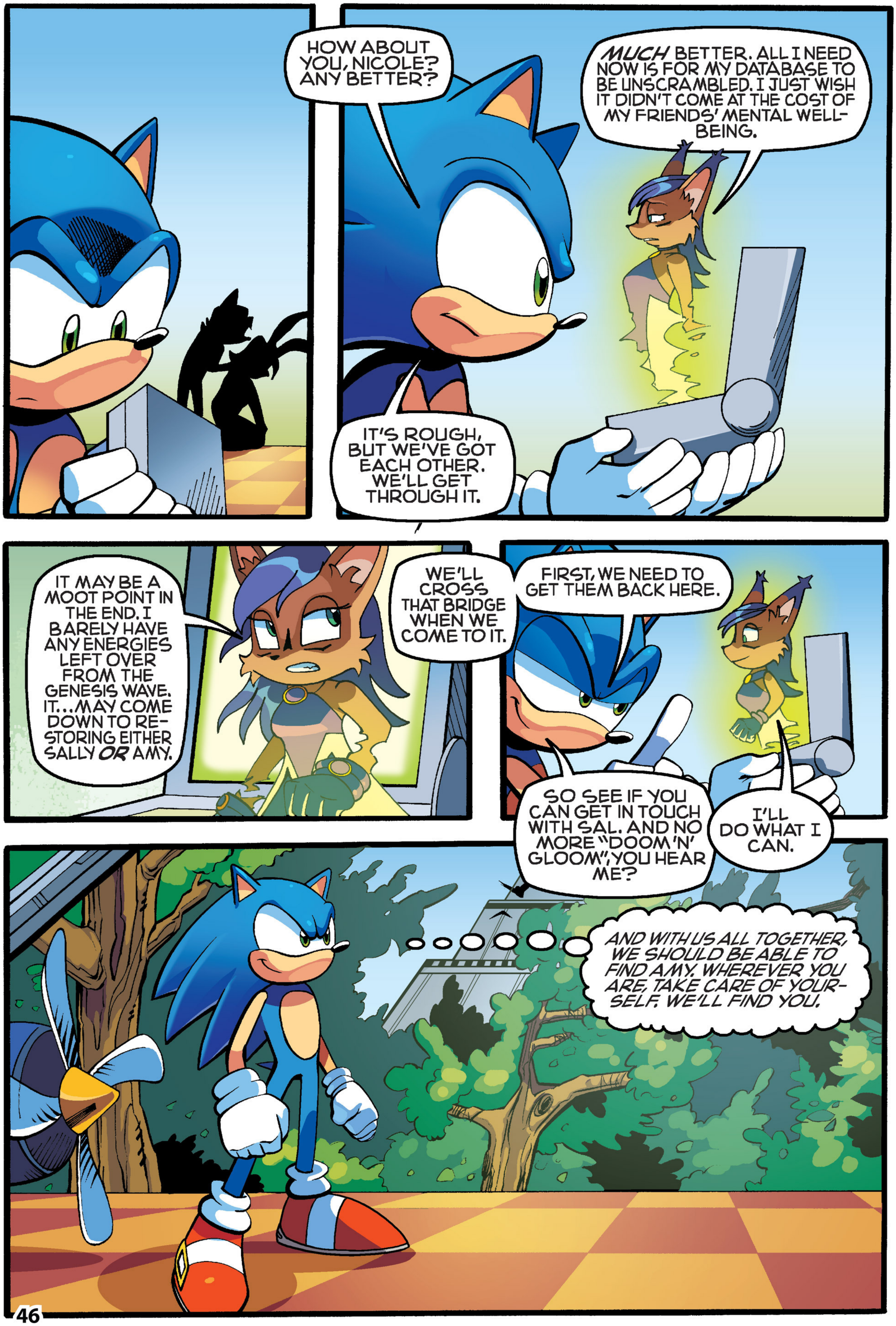

SIR! THE VAULT DOORS --?!
ARE CLOSED! ⁝KZZT!⁝
N-NO, SIR, THEY'RE OPENING!
ARE YOU SURE? ⁝KZZT⁝ CHECK AGAIN.
HAHA! HANG ON, GUYS, I'LL OPEN THE CEILING ACCESS FOR YOUR ESCAPE, AND WE'LL--
TAILS? IT'S BUNNIE! WHAT IN TARNATION'S GOIN' ON?!
RRRUMBLE!!!
RRRGH! IT'S ANOTHER EARTHQUAKE! I CAN'T--
JUST GO ON! WE'LL MEET'CHA AT THE TORNADO!
EMERGENCY! EMERGENCY! ALL EGG SOLDIERS TO YOUR SECURE SHELTERS! EMERGEN-- ⁝SHVK!⁝

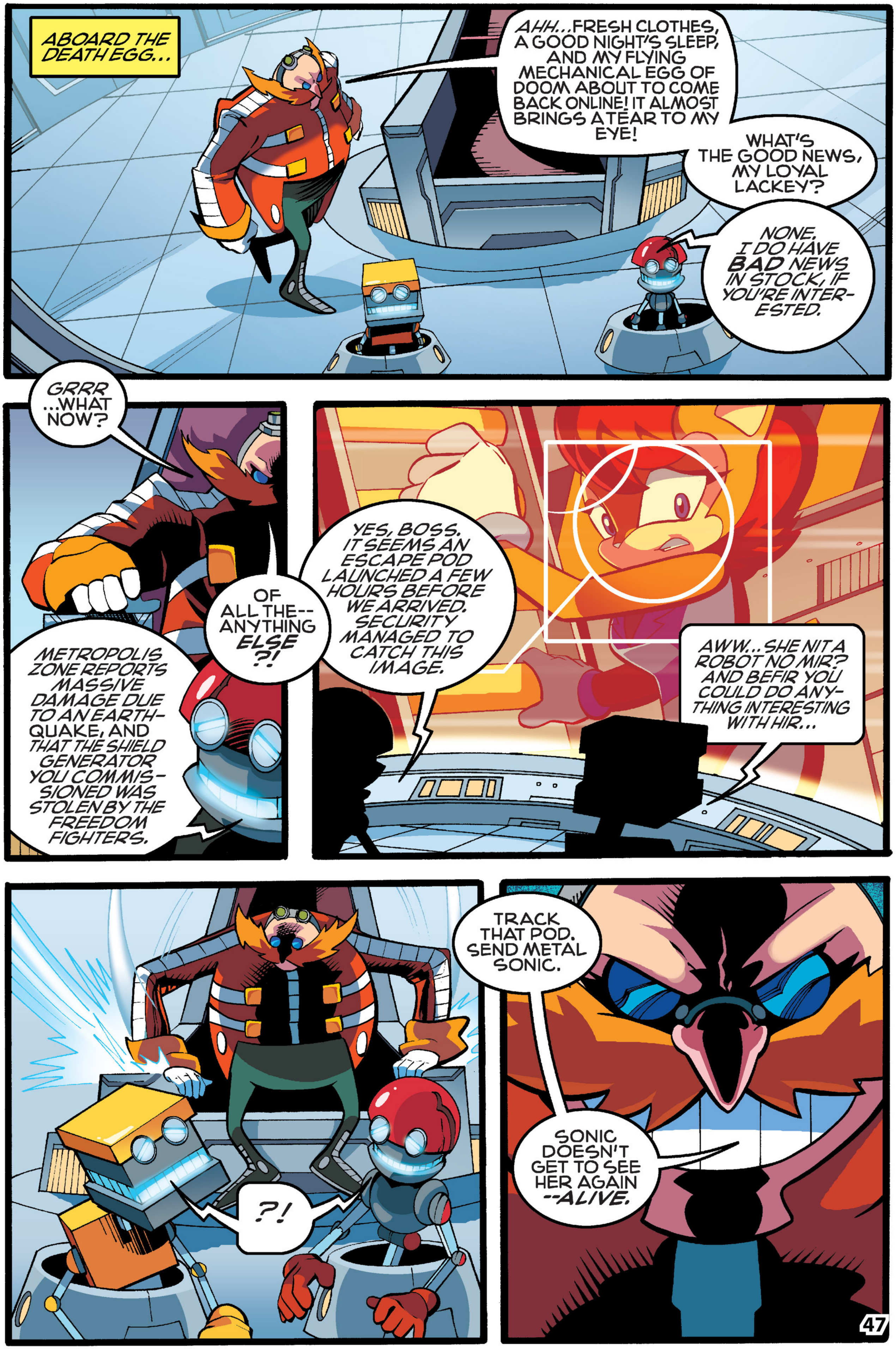

AH'M MAG-LOCKED TO THE GENERATOR!
GREAT, BUT WE'RE KINDA SEALED IN HERE. WE COULDN'T BUST *IN*, SO I DON'T THINK WE CAN--
CRASH!
NEVER MIND! LOOKS LIKE THESE QUAKES ARE USEFUL FOR A CHANGE. GUN IT!
VWOOOSH
THIS IS ALL ...DISTURBINGLY FAMILIAR...*
*SEE "SONIC GENESIS" GRAPHIC NOVEL.

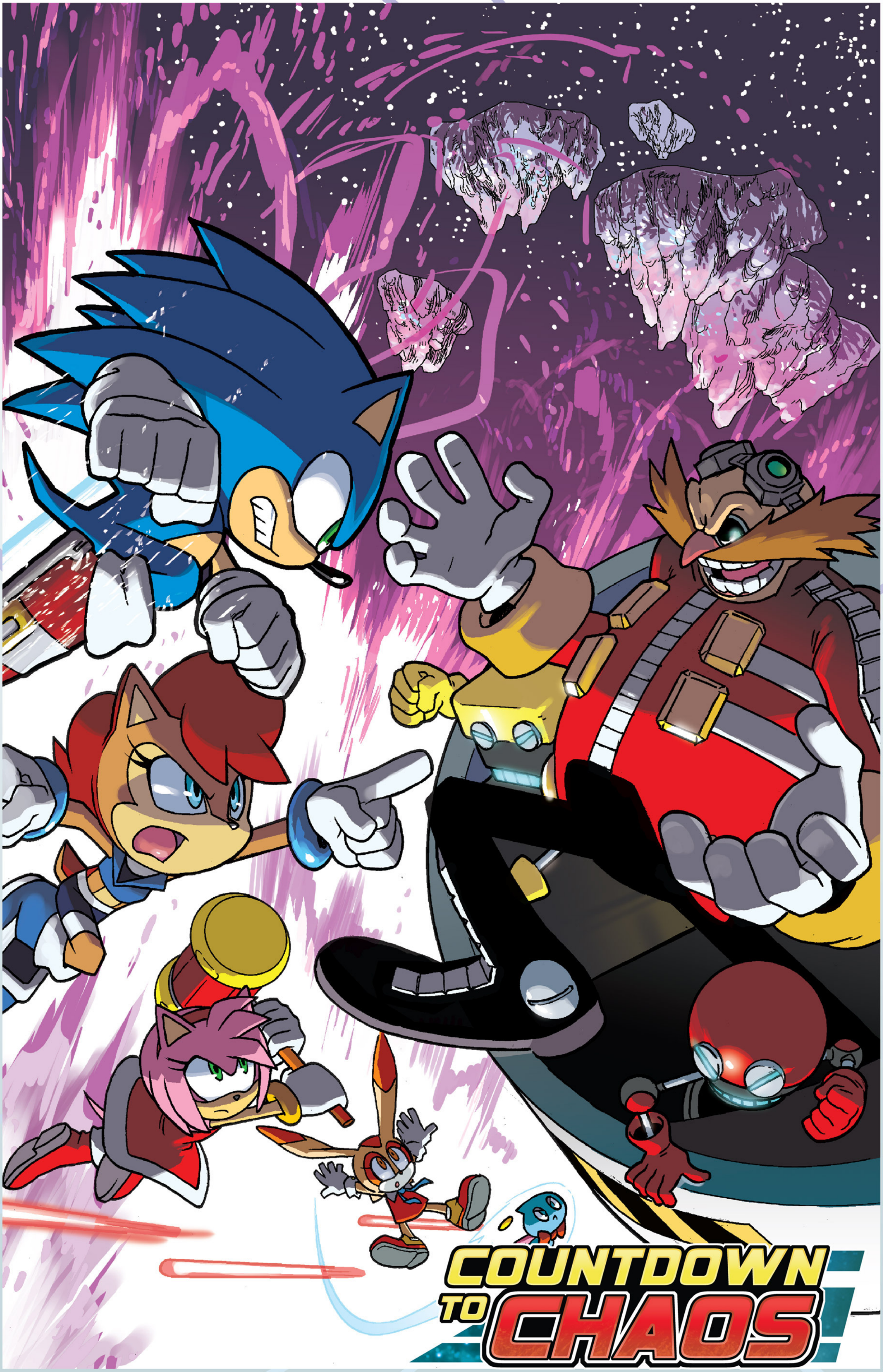

WHAT WAS THAT?
I SAID...
...THIS IS LIKE THE QUAKES IN WOOD ZONE. CHUCK THOUGHT EGGMAN WAS BEHIND IT, BUT...
EGGMAN? AH DON'T THINK SO...RECENTLY THERE'D BEEN A LOT OF REPORTS COMIN' IN FROM OTHER EGG ARMY BASES 'BOUT STUFF LIKE THIS.
HE WOULDN'T BE CRAZY ENOUGH TO ENDANGER HIS OWN BASES, WOULD HE...?
IF I CAN'T HAVE THE UNIVERSE MY WAY, THEN YOU WON'T HAVE IT AT ALL!
THIS SCENE TOOK PLACE AT THE END OF "WORLD'S COLLIDE" VOL. 3 GRAPHIC NOVEL -- EDITOR
WHAT AM I SAYING? OF COURSE HE'S THAT CRAZY. LET'S JUST GET BACK TO THE SKY PATROL AND INSTALL THIS DOOHICKEY.
THAT SOUNDS FINE TO ME, SUGAR-HOG!
ATTENTION-- ALL PERSONNEL! BEGIN CLEAN-UP PROCEDURES!

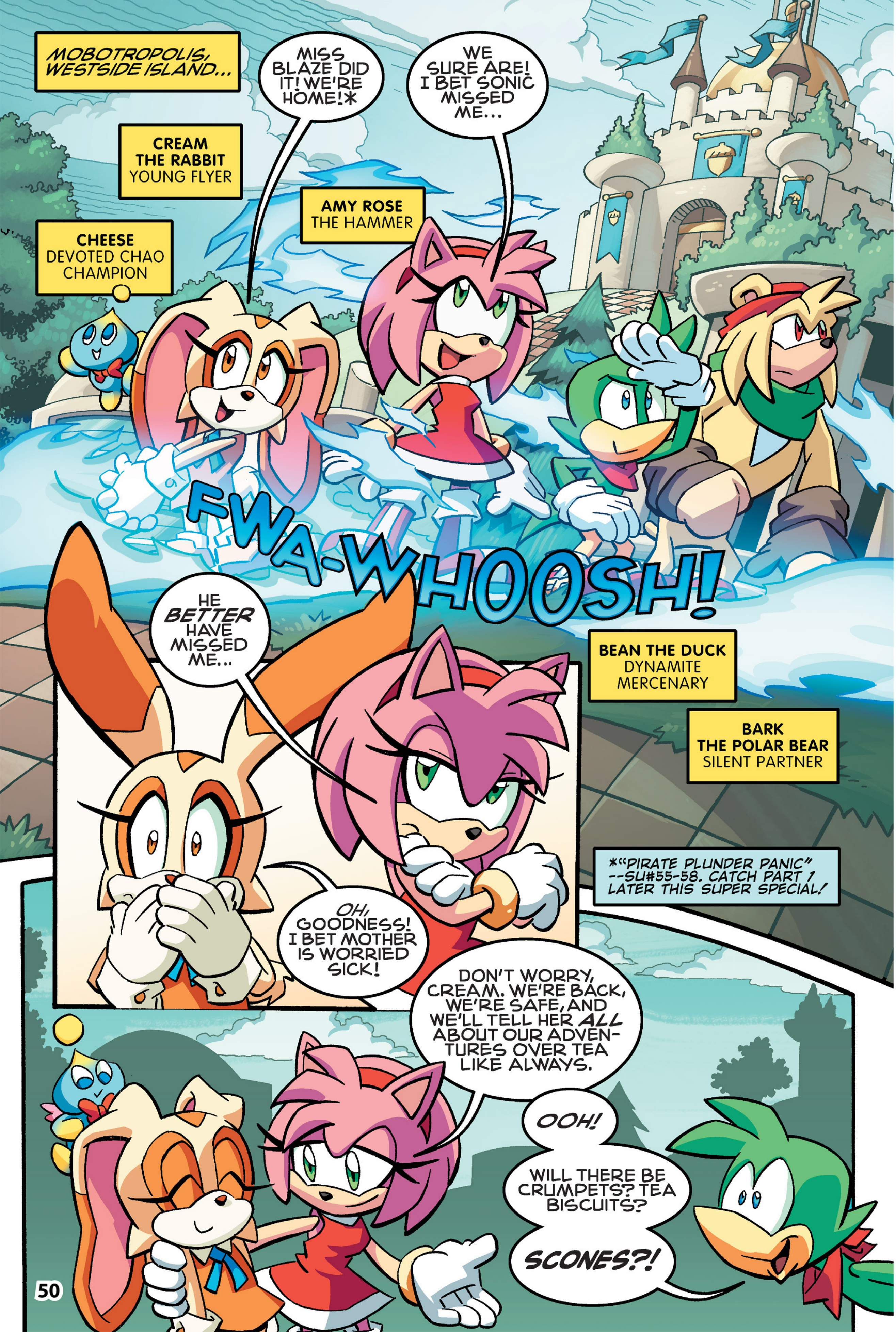

MUCH LATER-- ABOARD THE SKY PATROL...
SUGAR-TWAN! AH THOUGHT YOU WERE HEADED TO SPAGONIA?
OUI. I ESCORTED CHUCK AND RETURNED HERE *TOUT DE SUITE.* I ⪢*YAWN*⪡ NEEDED TO SEE YOU AGAIN.
YOU WERE *ALMOST* ROMANTIC UP UNTIL THAT YAWN.
I WAS HAVING ZE ROUGH FLIGHT HERE.
MINE WAS ROUGHER.
NOW, THEN-- WE'RE HERE, ALL SAFE 'N' SOUND. WHAT WERE Y'ALL WHISPERING ABOUT BACK IN METROPOLIS ZONE?
IT'S A LONG STORY, AND THERE'S NO EASY WAY TO PREPARE ANYONE FOR IT. Y'SEE...
THIS IS ALSO THE REASON I AM COMING HERE QUICKLY. I SHOULD BE HELPING HER THROUGH THIS.
YOU'RE ABSOLUTELY RIGHT. HERE.
I...I'LL GET THE GENERATOR TO ROTOR...
TAKE NICOLE, *MON AMOUR.* KNOW THAT I AM HERE.
ALL RIGHT. THIS BETTER EXPLAIN WHY Y'ALL ARE ACTIN' SO WEIRD.

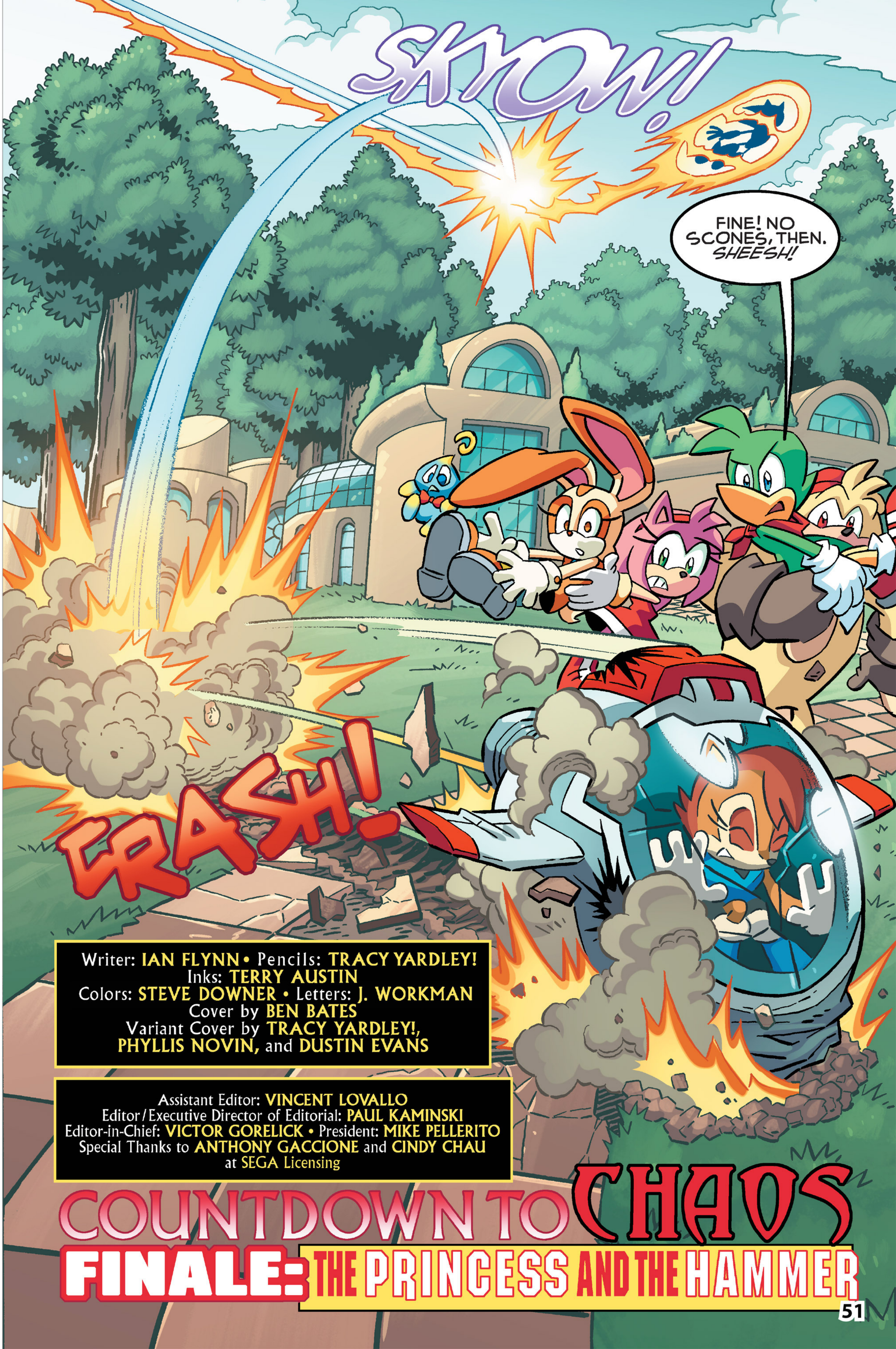



HOW ABOUT YOU, NICOLE? ANY BETTER?
MUCH BETTER. ALL I NEED NOW IS FOR MY DATABASE TO BE UNSCRAMBLED. I JUST WISH IT DIDN'T COME AT THE COST OF MY FRIENDS' MENTAL WELL-BEING.
IT'S ROUGH, BUT WE'VE GOT EACH OTHER. WE'LL GET THROUGH IT.
IT MAY BE A MOOT POINT IN THE END. I BARELY HAVE ANY ENERGIES LEFT OVER FROM THE GENESIS WAVE. IT...MAY COME DOWN TO RESTORING EITHER SALLY *OR* AMY.
WE'LL CROSS THAT BRIDGE WHEN WE COME TO IT.
FIRST, WE NEED TO GET THEM BACK HERE.
SO SEE IF YOU CAN GET IN TOUCH WITH SAL. AND NO MORE "DOOM 'N' GLOOM", YOU HEAR ME?
I'LL DO WHAT I CAN.
AND WITH US ALL TOGETHER, WE SHOULD BE ABLE TO FIND AMY. WHEREVER YOU ARE, TAKE CARE OF YOURSELF. WE'LL FIND YOU.


ABOARD THE DEATH EGG...
AHH...FRESH CLOTHES, A GOOD NIGHT'S SLEEP, AND MY FLYING MECHANICAL EGG OF DOOM ABOUT TO COME BACK ONLINE! IT ALMOST BRINGS A TEAR TO MY EYE!
WHAT'S THE GOOD NEWS, MY LOYAL LACKEY?
NONE. I DO HAVE **BAD** NEWS IN STOCK, IF YOU'RE INTERESTED.
GRRR ...WHAT NOW?
METROPOLIS ZONE REPORTS MASSIVE DAMAGE DUE TO AN EARTHQUAKE, AND THAT THE SHIELD GENERATOR YOU COMMISSIONED WAS STOLEN BY THE FREEDOM FIGHTERS.
OF ALL THE-- ANYTHING *ELSE* ?!
YES, BOSS. IT SEEMS AN ESCAPE POD LAUNCHED A FEW HOURS BEFORE WE ARRIVED. SECURITY MANAGED TO CATCH THIS IMAGE.
AWW...SHE NIT A ROBOT NO MIR? AND BEFIR YOU COULD DO ANYTHING INTERESTING WITH HIR...
?!
TRACK THAT POD. SEND METAL SONIC.
SONIC DOESN'T GET TO SEE HER AGAIN *--ALIVE.*


COUNTDOWN TO CHAOS
THE CONCLUSION


MOBOTROPOLIS, WESTSIDE ISLAND...
CREAM THE RABBIT YOUNG FLYER
CHEESE DEVOTED CHAO CHAMPION
MISS BLAZE DID IT! WE'RE HOME!*
AMY ROSE THE HAMMER
WE SURE ARE! I BET SONIC MISSED ME...
FWA-WHOOSH!
BEAN THE DUCK DYNAMITE MERCENARY
BARK THE POLAR BEAR SILENT PARTNER
*"PIRATE PLUNDER PANIC" --SU#55-58. CATCH PART 1 LATER THIS SUPER SPECIAL!
HE BETTER HAVE MISSED ME...
OH, GOODNESS! I BET MOTHER IS WORRIED SICK!
DON'T WORRY, CREAM. WE'RE BACK, WE'RE SAFE, AND WE'LL TELL HER ALL ABOUT OUR ADVENTURES OVER TEA LIKE ALWAYS.
OOH!
WILL THERE BE CRUMPETS? TEA BISCUITS?
SCONES?!


SKYOW!
FINE! NO SCONES, THEN. *SHEESH!*
CRASH!

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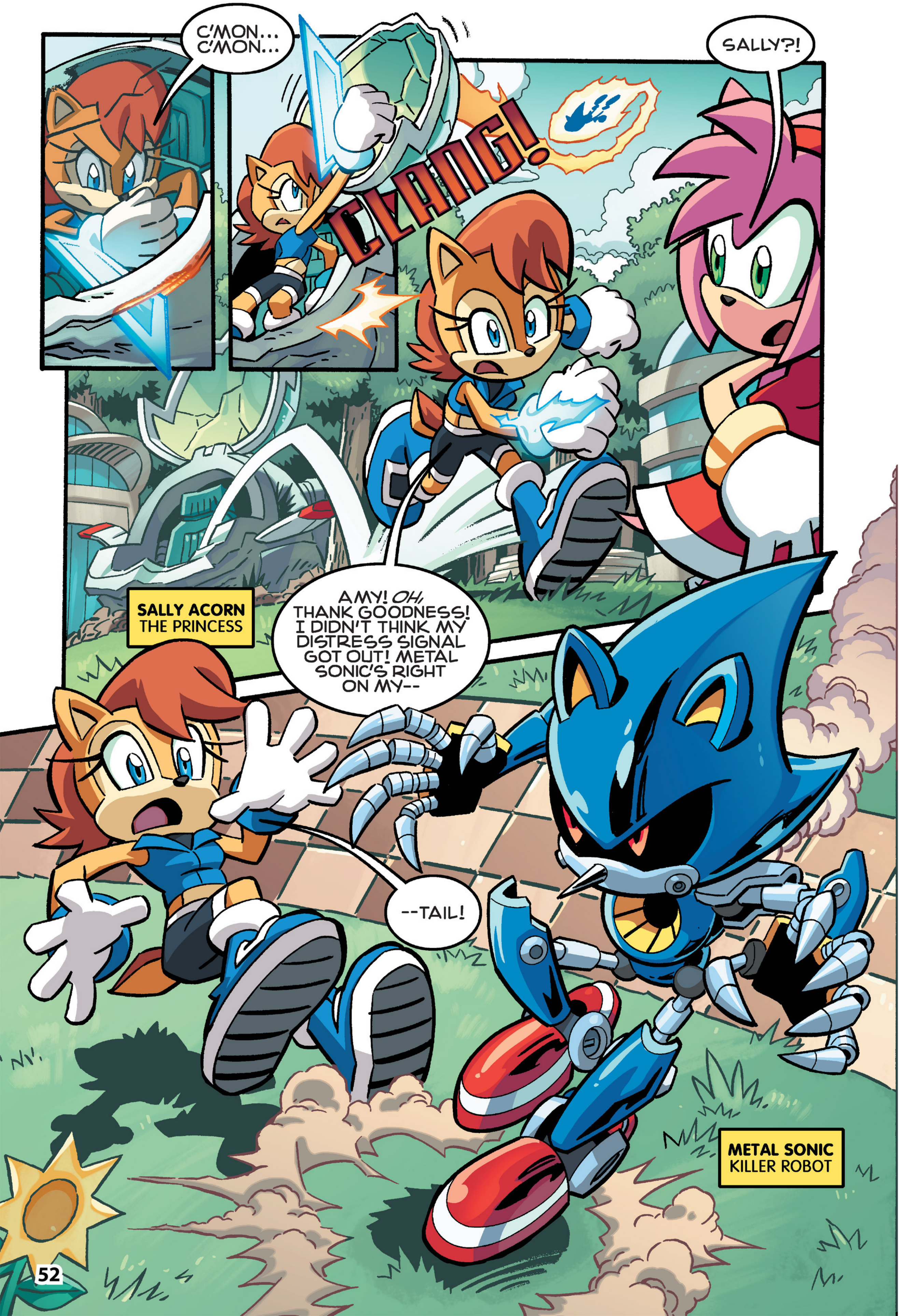
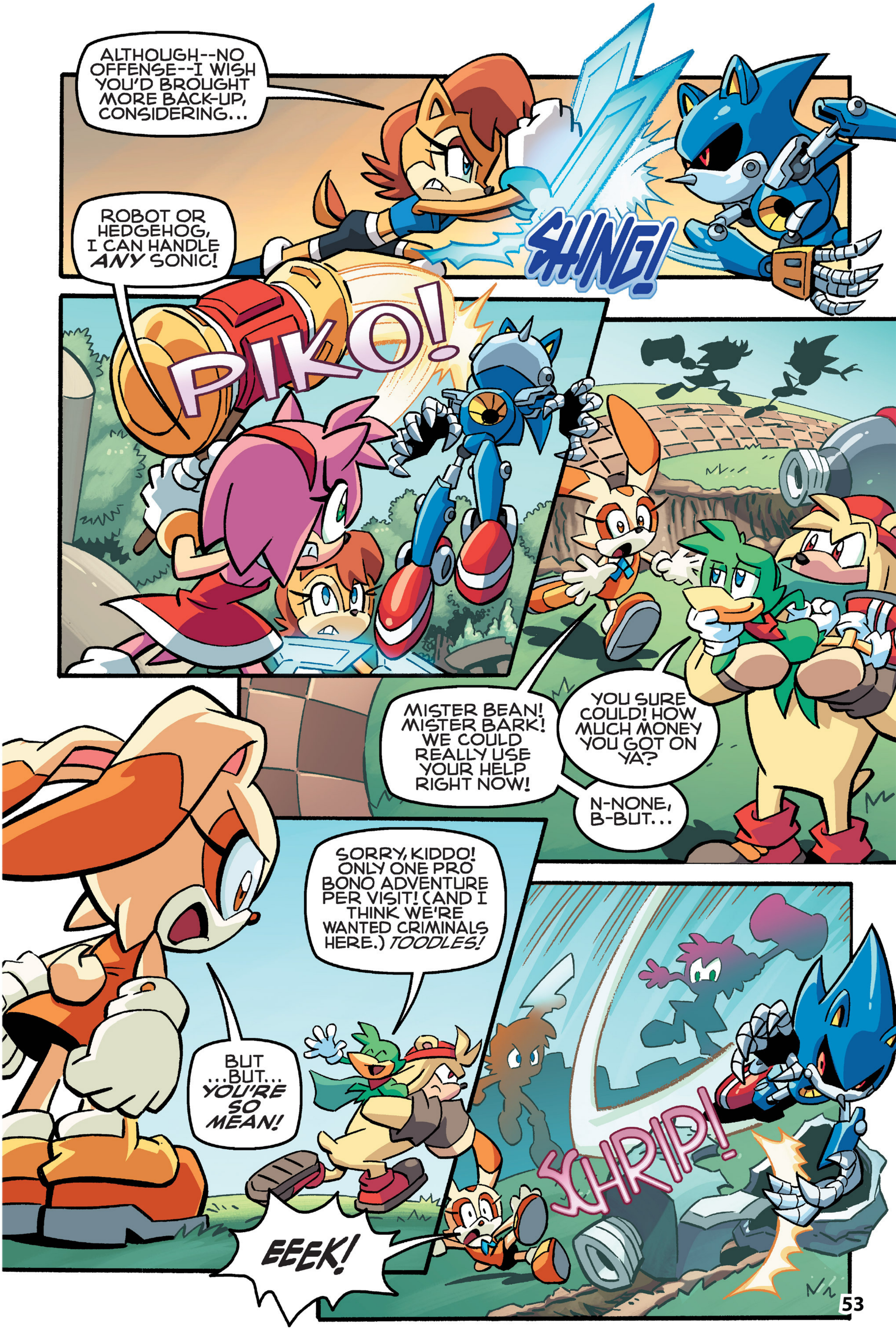
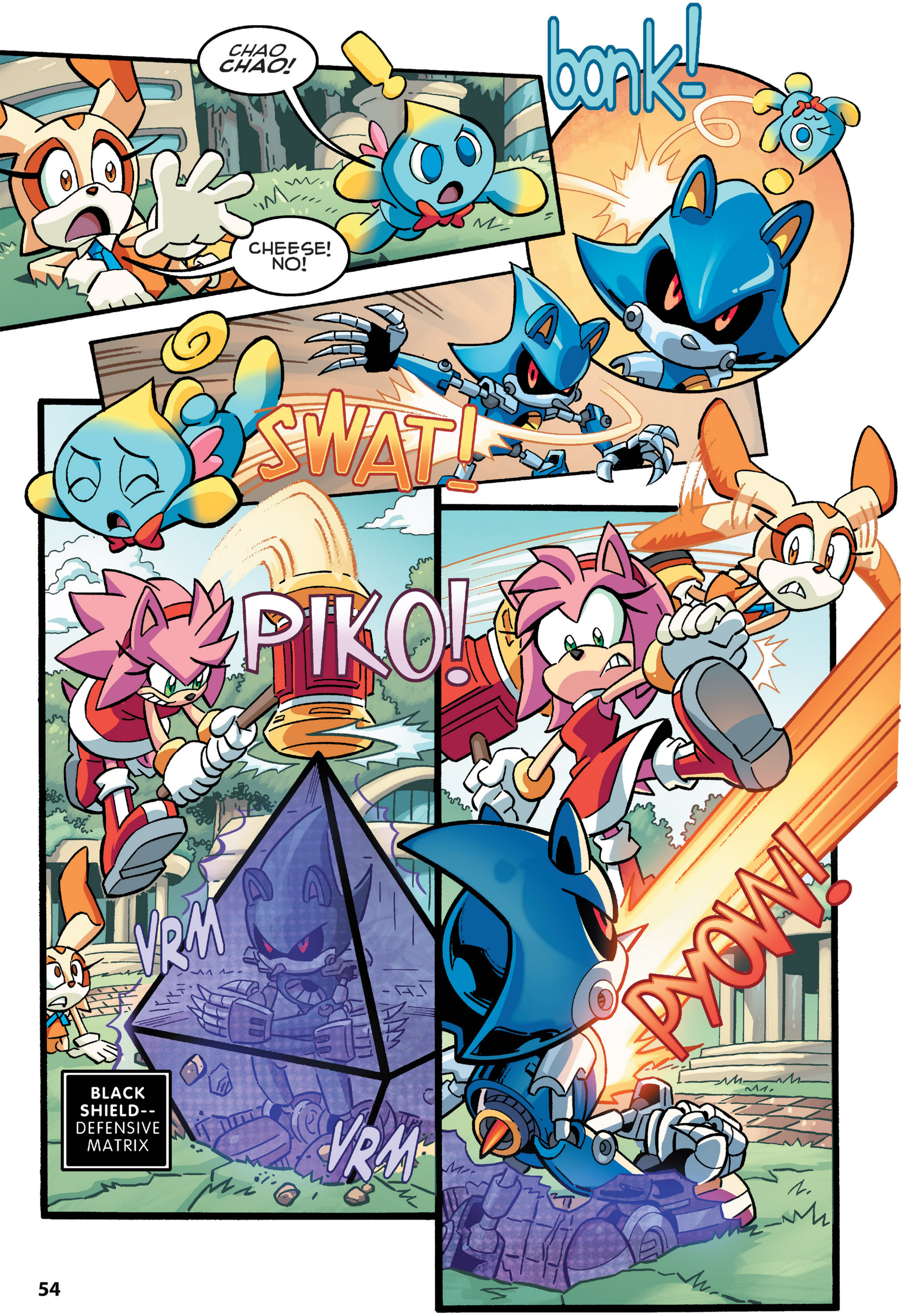
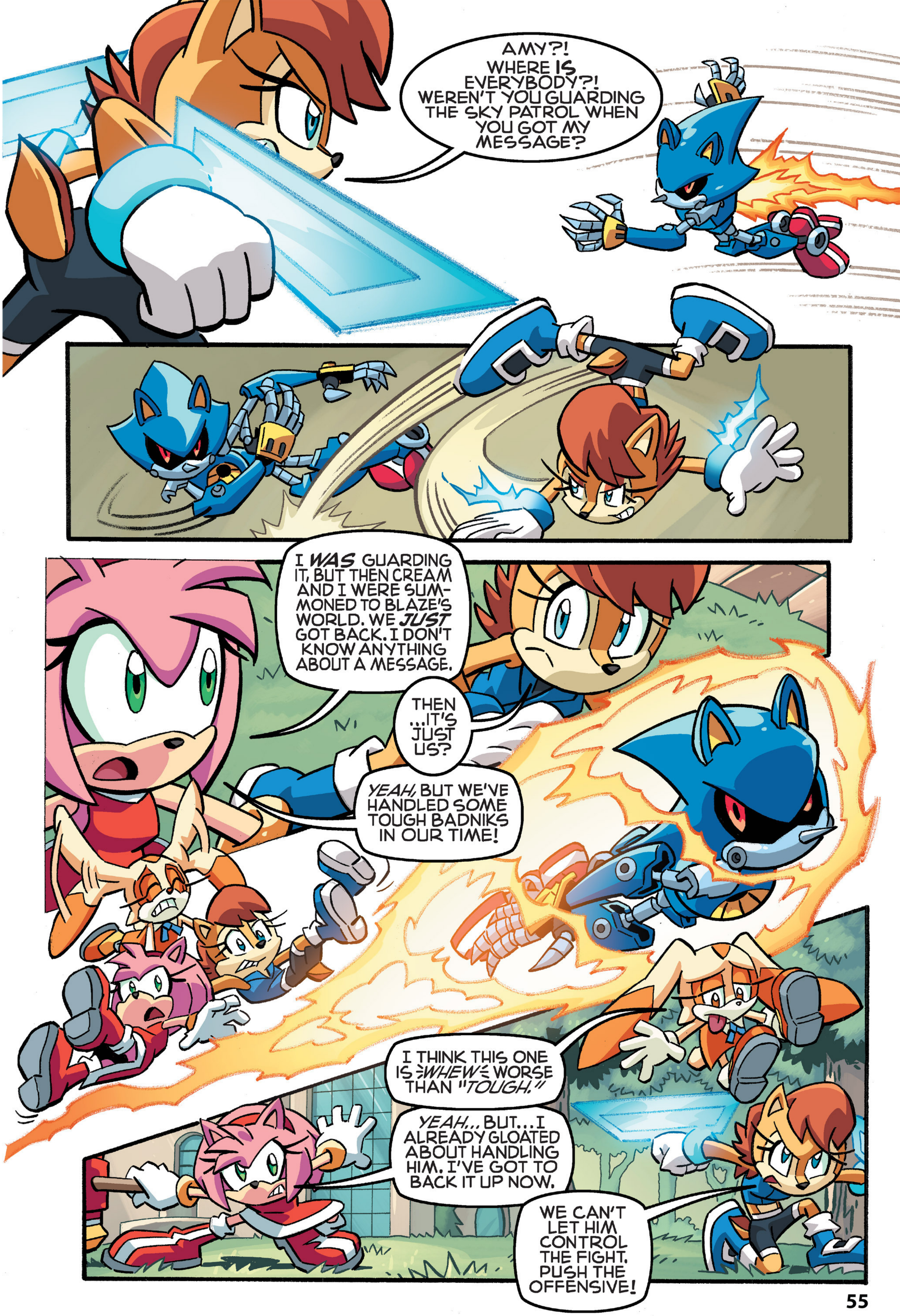
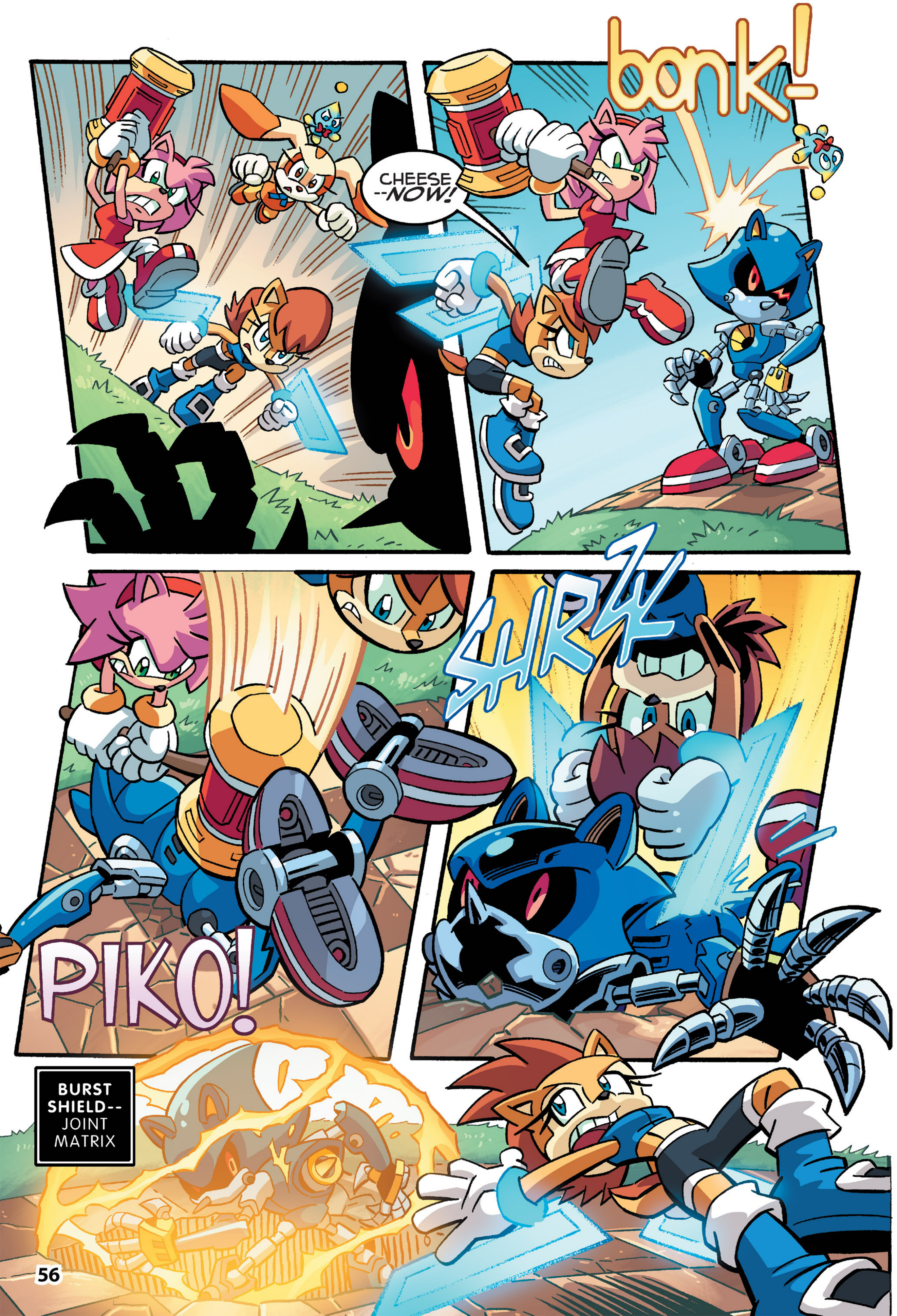
COUNTDOWN TO CHAOS
FINALE: THE PRINCESS AND THE HAMMER

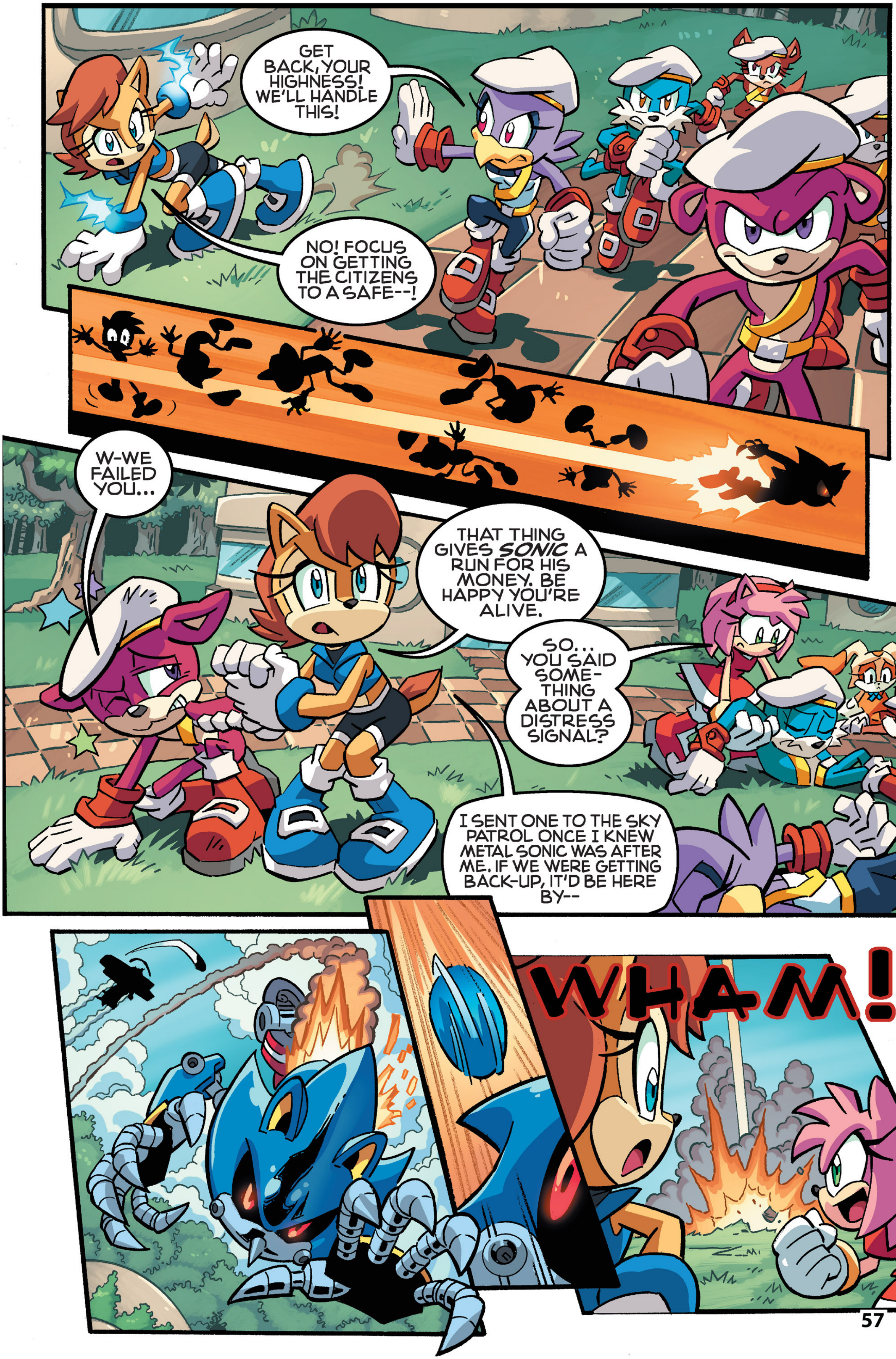

C'MON... C'MON...
CLANG!
SALLY?!
SALLY ACORN THE PRINCESS
AMY! *OH,* THANK GOODNESS! I DIDN'T THINK MY DISTRESS SIGNAL GOT OUT! METAL SONIC'S RIGHT ON MY--
--TAIL!
METAL SONIC KILLER ROBOT

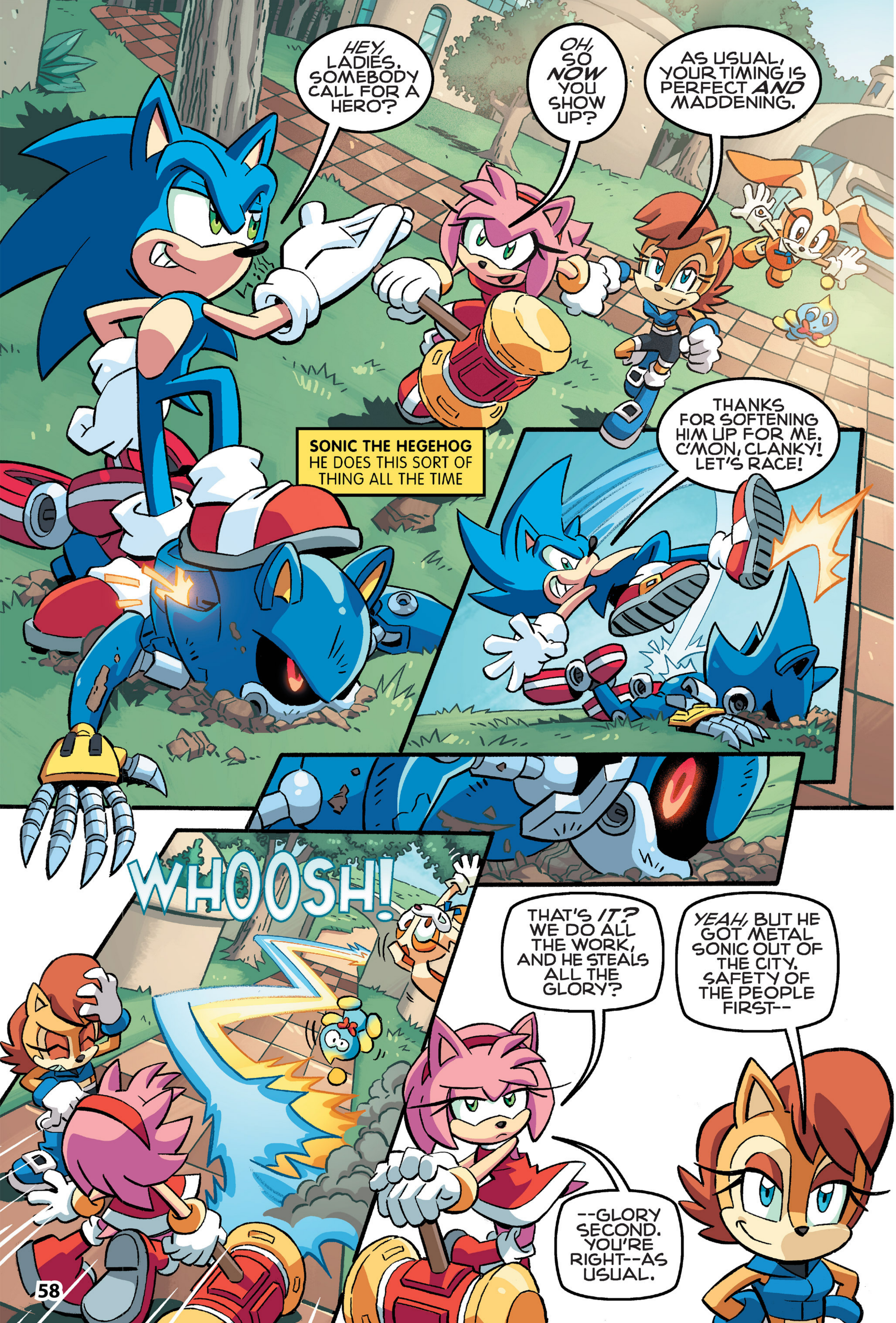

ALTHOUGH--NO OFFENSE--I WISH YOU'D BROUGHT MORE BACK-UP, CONSIDERING...
SHING!
ROBOT OR HEDGEHOG, I CAN HANDLE *ANY* SONIC!
PIKO!
MISTER BEAN! MISTER BARK! WE COULD REALLY USE YOUR HELP RIGHT NOW!
YOU SURE COULD! HOW MUCH MONEY YOU GOT ON YA?
N-NONE, B-BUT...
SORRY, KIDDO! ONLY ONE PRO BONO ADVENTURE PER VISIT! (AND I THINK WE'RE WANTED CRIMINALS HERE.) *TOODLES!*
BUT ...BUT... *YOU'RE SO MEAN!*
SCHRIP!
EEEK!

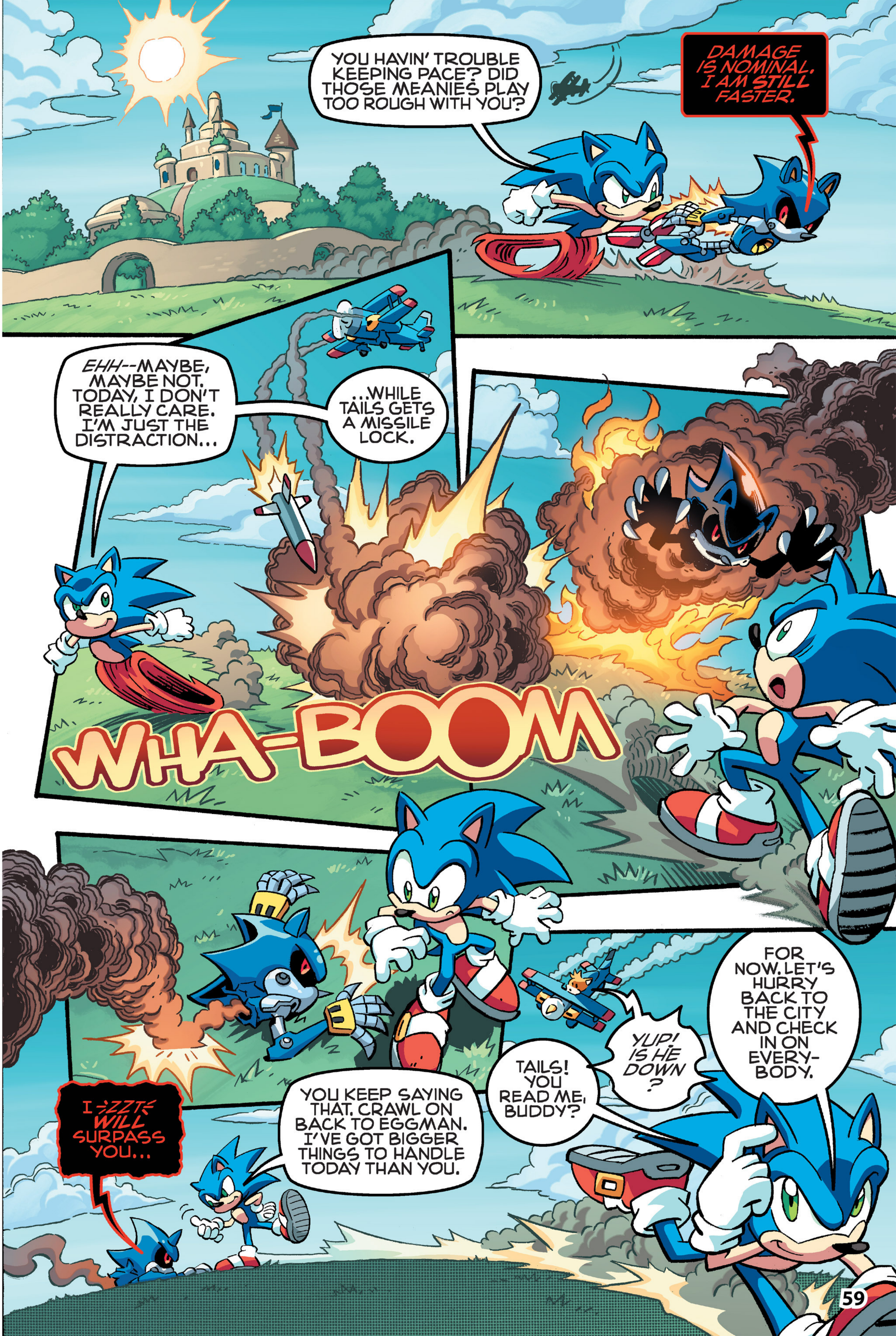

CHAO CHAO!
CHEESE! NO!
bonk!
SWAT!
PIKO!
VRM
VRM
BLACK SHIELD-- DEFENSIVE MATRIX
PYOW!

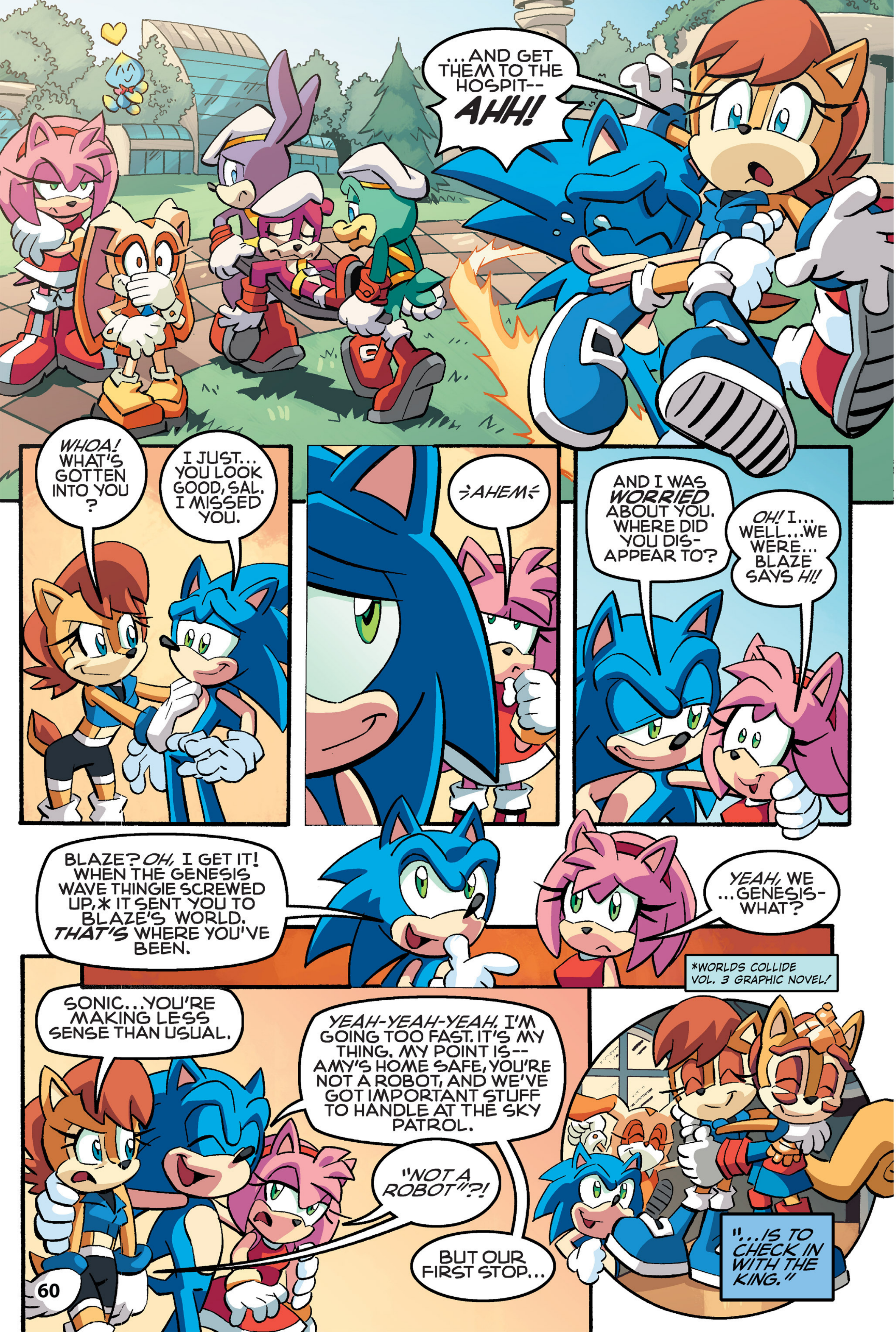

AMY?! WHERE *IS* EVERYBODY?! WEREN'T YOU GUARDING THE SKY PATROL WHEN YOU GOT MY MESSAGE?
I *WAS* GUARDING IT, BUT THEN CREAM AND I WERE SUMMONED TO BLAZE'S WORLD. WE *JUST* GOT BACK. I DON'T KNOW ANYTHING ABOUT A MESSAGE.
THEN ...IT'S JUST US?
YEAH, BUT WE'VE HANDLED SOME TOUGH BADNIKS IN OUR TIME!
I THINK THIS ONE IS *WHEW* WORSE THAN *"TOUGH."*
YEAH,... BUT...I ALREADY GLOATED ABOUT HANDLING HIM. I'VE GOT TO BACK IT UP NOW.
WE CAN'T LET HIM CONTROL THE FIGHT. PUSH THE OFFENSIVE!

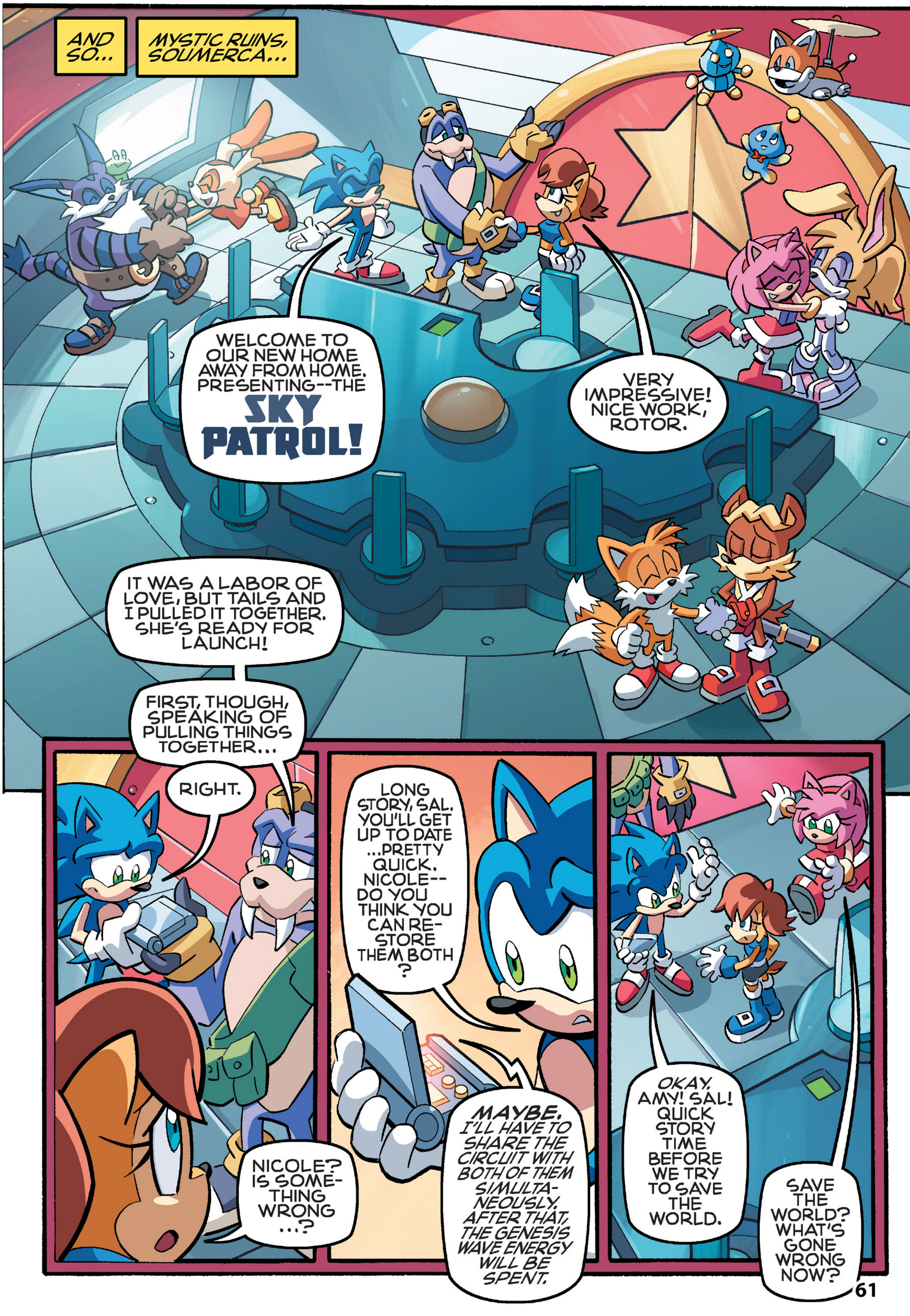

CHEESE --*NOW!*
bonk!
SHRZZ
PIKO!
BURST SHIELD-- JOINT MATRIX

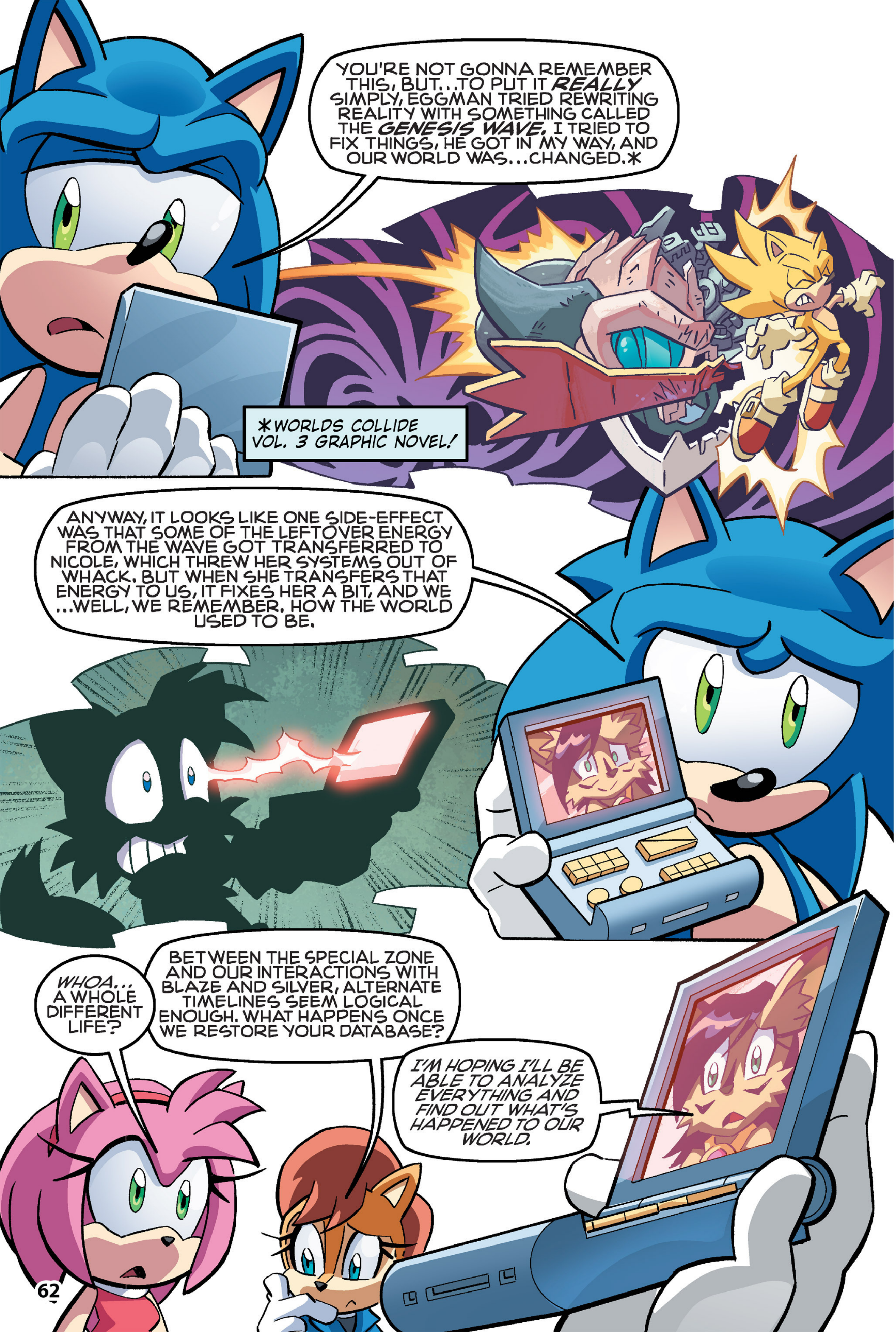

GET BACK, YOUR HIGHNESS! WE'LL HANDLE THIS!
NO! FOCUS ON GETTING THE CITIZENS TO A SAFE--!
W-WE FAILED YOU...
THAT THING GIVES *SONIC* A RUN FOR HIS MONEY. BE HAPPY YOU'RE ALIVE.
SO... YOU SAID SOMETHING ABOUT A DISTRESS SIGNAL?
I SENT ONE TO THE SKY PATROL ONCE I KNEW METAL SONIC WAS AFTER ME. IF WE WERE GETTING BACK-UP, IT'D BE HERE BY--
WHAM!

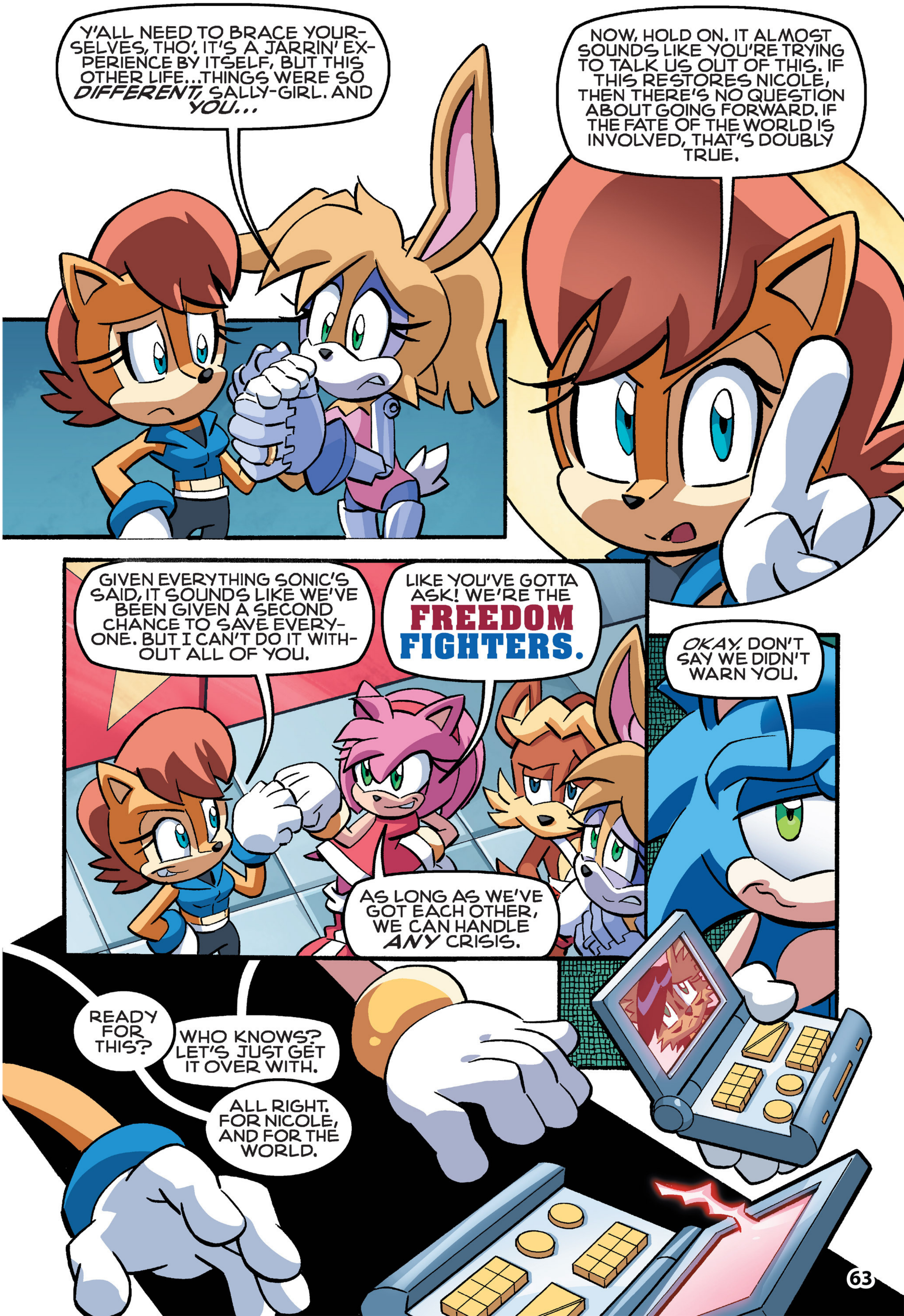

HEY, LADIES. SOMEBODY CALL FOR A HERO?
OH, SO NOW YOU SHOW UP?
AS USUAL, YOUR TIMING IS PERFECT AND MADDENING.
SONIC THE HEGEHOG
HE DOES THIS SORT OF THING ALL THE TIME
THANKS FOR SOFTENING HIM UP FOR ME. C'MON, CLANKY! LET'S RACE!
WHOOSH!
THAT'S IT? WE DO ALL THE WORK, AND HE STEALS ALL THE GLORY?
YEAH, BUT HE GOT METAL SONIC OUT OF THE CITY. SAFETY OF THE PEOPLE FIRST--
--GLORY SECOND. YOU'RE RIGHT--AS USUAL.

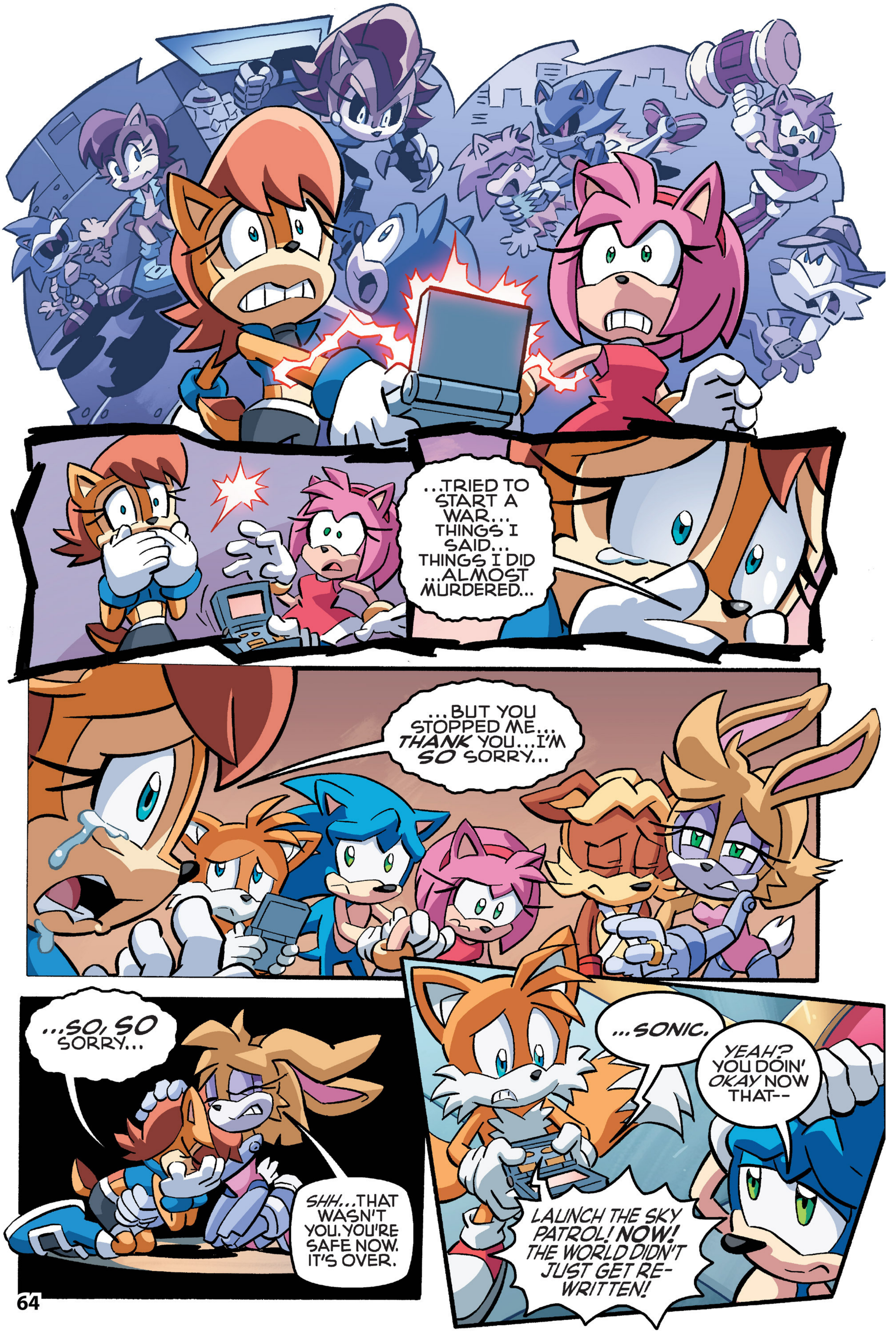

YOU HAVIN' TROUBLE KEEPING PACE? DID THOSE MEANIES PLAY TOO ROUGH WITH YOU?
DAMAGE IS NOMINAL. I AM STILL FASTER.
EHH--MAYBE, MAYBE NOT. TODAY, I DON'T REALLY CARE. I'M JUST THE DISTRACTION...
...WHILE TAILS GETS A MISSILE LOCK.
WHA-BOOM
I-ZZT-WILL SURPASS YOU...
YOU KEEP SAYING THAT. CRAWL ON BACK TO EGGMAN. I'VE GOT BIGGER THINGS TO HANDLE TODAY THAN YOU.
TAILS! YOU READ ME, BUDDY?
YUP! IS HE DOWN?
FOR NOW. LET'S HURRY BACK TO THE CITY AND CHECK IN ON EVERY-BODY.

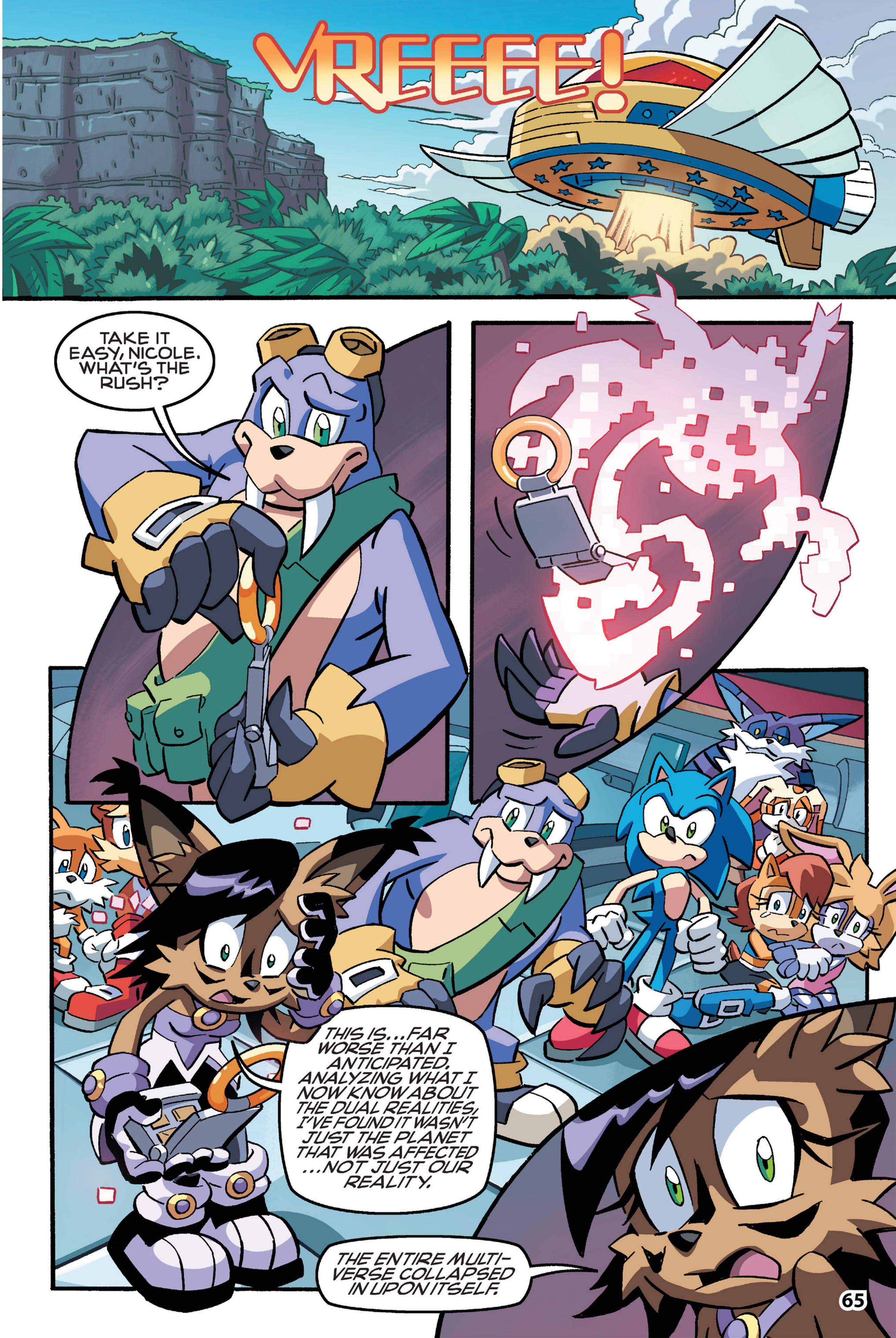

...AND GET THEM TO THE HOSPIT-- *AHH!*
WHOA! WHAT'S GOTTEN INTO YOU?
I JUST... YOU LOOK GOOD, SAL. I MISSED YOU.
AHEM
AND I WAS *WORRIED* ABOUT YOU. WHERE DID YOU DISAPPEAR TO?
OH! I... WELL...WE WERE... BLAZE SAYS *HI!*
BLAZE? *OH,* I GET IT! WHEN THE GENESIS WAVE THINGIE SCREWED UP,* IT SENT YOU TO BLAZE'S WORLD. *THAT'S* WHERE YOU'VE BEEN.
YEAH, WE ...GENESIS-WHAT?
*WORLDS COLLIDE VOL. 3 GRAPHIC NOVEL!
SONIC...YOU'RE MAKING LESS SENSE THAN USUAL.
YEAH-YEAH-YEAH, I'M GOING TOO FAST. IT'S MY THING. MY POINT IS-- AMY'S HOME SAFE, YOU'RE NOT A ROBOT, AND WE'VE GOT IMPORTANT STUFF TO HANDLE AT THE SKY PATROL.
"NOT A ROBOT"?!
BUT OUR FIRST STOP...
"...IS TO CHECK IN WITH THE KING."

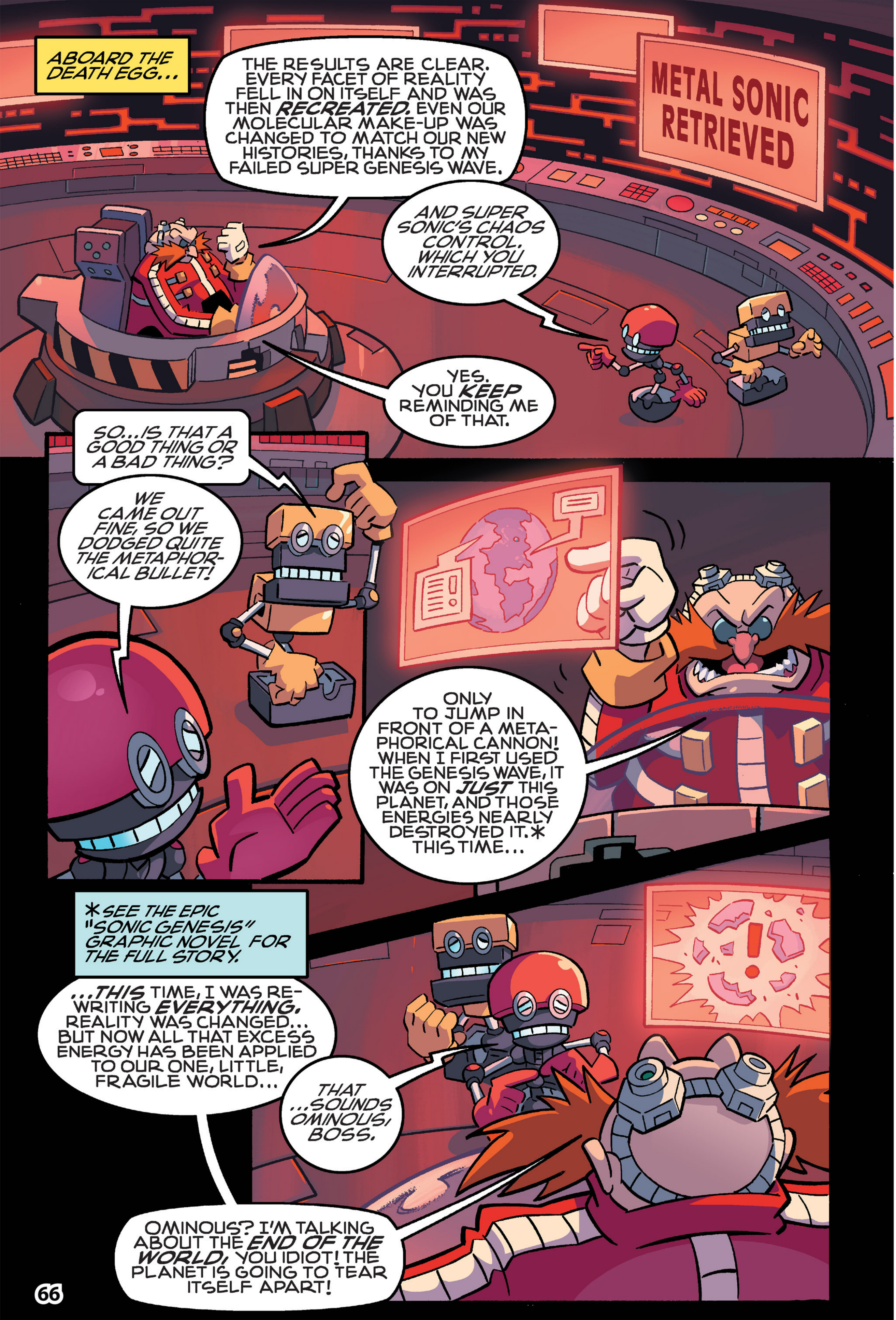

AND SO...
MYSTIC RUINS, SOUMERCA...
WELCOME TO OUR NEW HOME AWAY FROM HOME. PRESENTING--THE SKY PATROL!
VERY IMPRESSIVE! NICE WORK, ROTOR.
IT WAS A LABOR OF LOVE, BUT TAILS AND I PULLED IT TOGETHER. SHE'S READY FOR LAUNCH!
FIRST, THOUGH, SPEAKING OF PULLING THINGS TOGETHER...
RIGHT.
NICOLE? IS SOMETHING WRONG ...?
LONG STORY, SAL. YOU'LL GET UP TO DATE ...PRETTY QUICK. NICOLE-- DO YOU THINK YOU CAN RESTORE THEM BOTH ?
MAYBE. I'LL HAVE TO SHARE THE CIRCUIT WITH BOTH OF THEM SIMULTANEOUSLY. AFTER THAT, THE GENESIS WAVE ENERGY WILL BE SPENT.
OKAY, AMY! SAL! QUICK STORY TIME BEFORE WE TRY TO SAVE THE WORLD.
SAVE THE WORLD? WHAT'S GONE WRONG NOW?

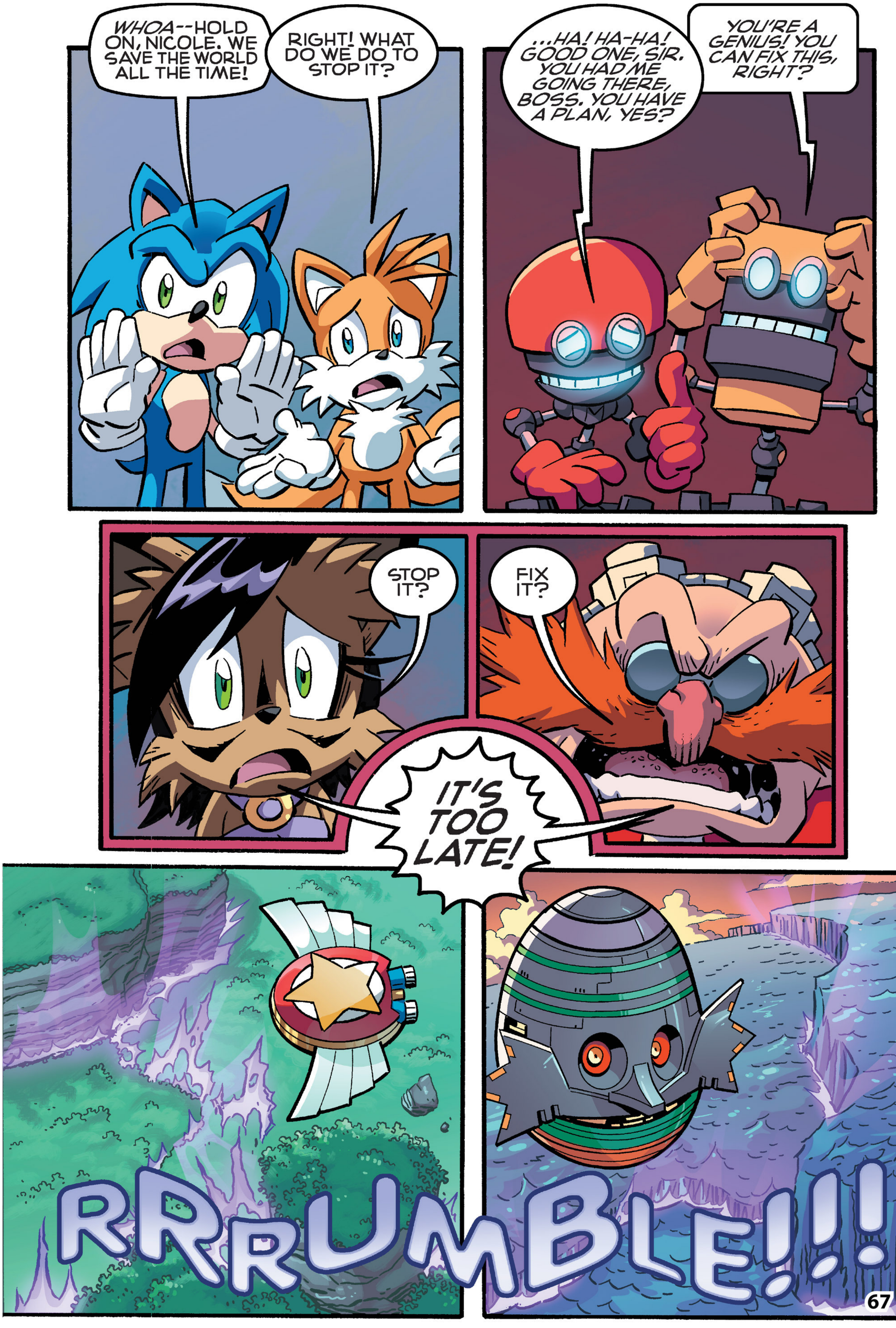

YOU'RE NOT GONNA REMEMBER THIS, BUT...TO PUT IT ***REALLY*** SIMPLY, EGGMAN TRIED REWRITING REALITY WITH SOMETHING CALLED THE ***GENESIS WAVE.*** I TRIED TO FIX THINGS, HE GOT IN MY WAY, AND OUR WORLD WAS...CHANGED.*
*WORLDS COLLIDE VOL. 3 GRAPHIC NOVEL!
ANYWAY, IT LOOKS LIKE ONE SIDE-EFFECT WAS THAT SOME OF THE LEFTOVER ENERGY FROM THE WAVE GOT TRANSFERRED TO NICOLE, WHICH THREW HER SYSTEMS OUT OF WHACK. BUT WHEN SHE TRANSFERS THAT ENERGY TO US, IT FIXES HER A BIT, AND WE ...WELL, WE REMEMBER. HOW THE WORLD USED TO BE.
WHOA... A WHOLE DIFFERENT LIFE?
BETWEEN THE SPECIAL ZONE AND OUR INTERACTIONS WITH BLAZE AND SILVER, ALTERNATE TIMELINES SEEM LOGICAL ENOUGH. WHAT HAPPENS ONCE WE RESTORE YOUR DATABASE?
I'M HOPING I'LL BE ABLE TO ANALYZE EVERYTHING AND FIND OUT WHAT'S HAPPENED TO OUR WORLD.

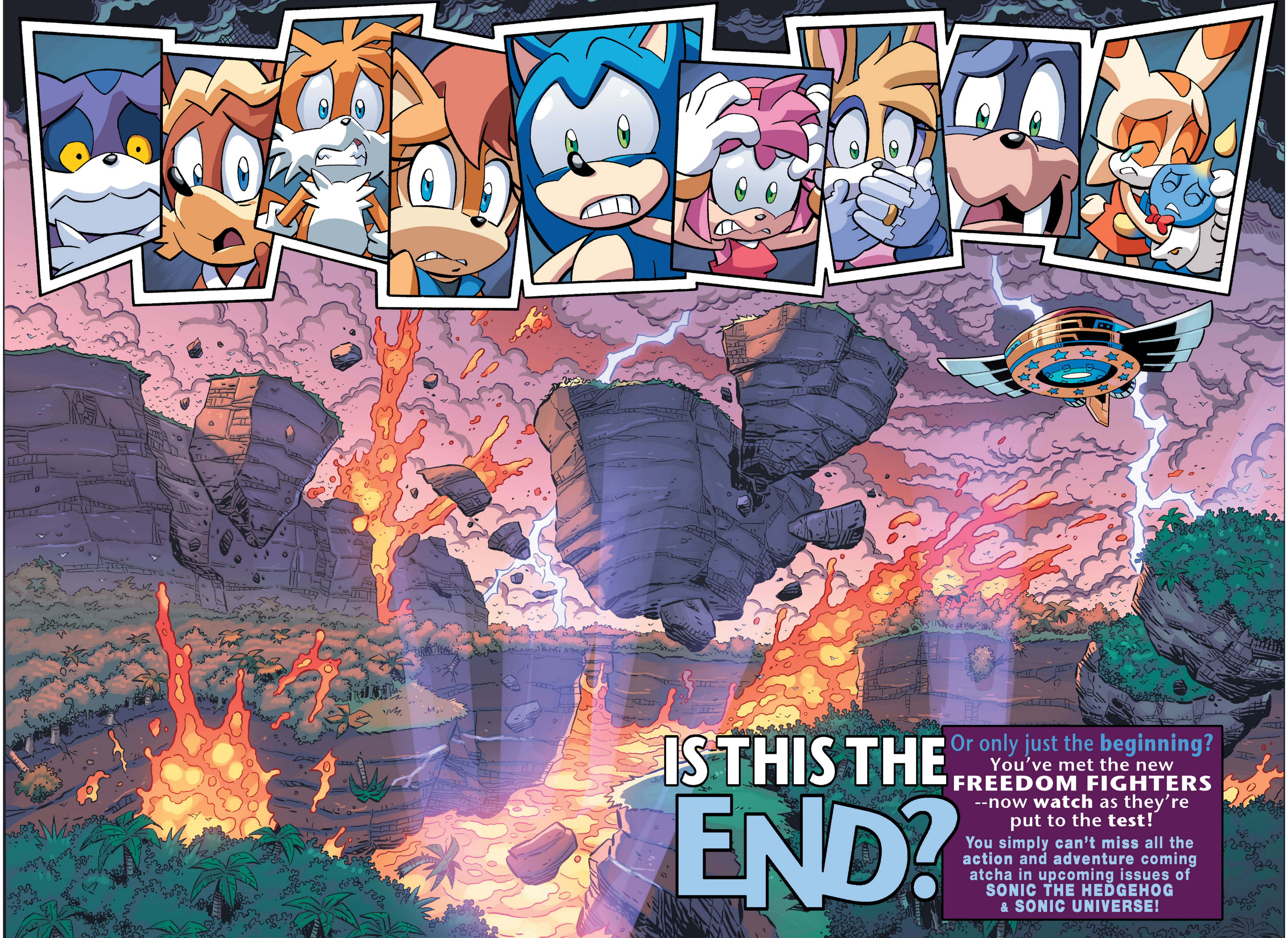

Y'ALL NEED TO BRACE YOURSELVES, THO'. IT'S A JARRIN' EXPERIENCE BY ITSELF, BUT THIS OTHER LIFE... THINGS WERE SO *DIFFERENT*, SALLY-GIRL. AND *YOU*...
NOW, HOLD ON. IT ALMOST SOUNDS LIKE YOU'RE TRYING TO TALK US OUT OF THIS. IF THIS RESTORES NICOLE, THEN THERE'S NO QUESTION ABOUT GOING FORWARD. IF THE FATE OF THE WORLD IS INVOLVED, THAT'S DOUBLY TRUE.
GIVEN EVERYTHING SONIC'S SAID, IT SOUNDS LIKE WE'VE BEEN GIVEN A SECOND CHANCE TO SAVE EVERYONE. BUT I CAN'T DO IT WITHOUT ALL OF YOU.
LIKE YOU'VE GOTTA ASK! WE'RE THE **FREEDOM FIGHTERS.**
AS LONG AS WE'VE GOT EACH OTHER, WE CAN HANDLE *ANY* CRISIS.
OKAY. DON'T SAY WE DIDN'T WARN YOU.
READY FOR THIS?
WHO KNOWS? LET'S JUST GET IT OVER WITH.
ALL RIGHT. FOR NICOLE, AND FOR THE WORLD.


...TRIED TO START A WAR... THINGS I SAID... THINGS I DID ...ALMOST MURDERED...
...BUT YOU STOPPED ME... *THANK* YOU...I'M *SO* SORRY...
...SO, SO SORRY...
SHH...THAT WASN'T YOU. YOU'RE SAFE NOW. IT'S OVER.
...SONIC.
YEAH? YOU DOIN' *OKAY* NOW THAT--
LAUNCH THE SKY PATROL! **NOW!** THE WORLD DIDN'T JUST GET RE-WRITTEN!


VREEEE!
TAKE IT EASY, NICOLE. WHAT'S THE RUSH?
THIS IS...FAR WORSE THAN I ANTICIPATED. ANALYZING WHAT I NOW KNOW ABOUT THE DUAL REALITIES, I'VE FOUND IT WASN'T JUST THE PLANET THAT WAS AFFECTED ...NOT JUST OUR REALITY.
THE ENTIRE MULTI-VERSE COLLAPSED IN UPON ITSELF.


ABOARD THE DEATH EGG...
THE RESULTS ARE CLEAR. EVERY FACET OF REALITY FELL IN ON ITSELF AND WAS THEN *RECREATED.* EVEN OUR MOLECULAR MAKE-UP WAS CHANGED TO MATCH OUR NEW HISTORIES, THANKS TO MY FAILED SUPER GENESIS WAVE.
METAL SONIC RETRIEVED
AND SUPER SONIC'S CHAOS CONTROL, WHICH YOU INTERRUPTED.
YES. YOU ***KEEP*** REMINDING ME OF THAT.
SO...IS THAT A GOOD THING OR A BAD THING?
WE CAME OUT FINE, SO WE DODGED QUITE THE METAPHORICAL BULLET!
ONLY TO JUMP IN FRONT OF A METAPHORICAL CANNON! WHEN I FIRST USED THE GENESIS WAVE, IT WAS ON ***JUST*** THIS PLANET, AND THOSE ENERGIES NEARLY DESTROYED IT.* THIS TIME...
*SEE THE EPIC "SONIC GENESIS" GRAPHIC NOVEL FOR THE FULL STORY.
...***THIS*** TIME, I WAS REWRITING ***EVERYTHING.*** REALITY WAS CHANGED... BUT NOW ALL THAT EXCESS ENERGY HAS BEEN APPLIED TO OUR ONE, LITTLE, FRAGILE WORLD...
THAT ...SOUNDS OMINOUS, BOSS.
OMINOUS? I'M TALKING ABOUT THE ***END OF THE WORLD,*** YOU IDIOT! THE PLANET IS GOING TO TEAR ITSELF APART!


WHOA--HOLD ON, NICOLE. WE SAVE THE WORLD ALL THE TIME!
RIGHT! WHAT DO WE DO TO STOP IT?
...HA! HA-HA! GOOD ONE, SIR. YOU HAD ME GOING THERE, BOSS. YOU HAVE A PLAN, YES?
YOU'RE A GENIUS! YOU CAN FIX THIS, RIGHT?
STOP IT?
FIX IT?
IT'S TOO LATE!
RRRUMBLE!!!


IS THIS THE END?

Or only just the **beginning?**
You've met the new
FREEDOM FIGHTERS
--now **watch** as they're
put to the **test!**

You simply can't miss all the action and adventure coming atcha in upcoming issues of SONIC THE HEDGEHOG & SONIC UNIVERSE!

SONIC SUPER SPECIAL COMIC FEATURE:

IT'S RACING TRANSFORMED!

PREVIOUSLY...

IT'S TIME ONCE AGAIN FOR THE ULTIMATE RACING DUEL: **THE ALL STAR RACER GRAN PRIX!**

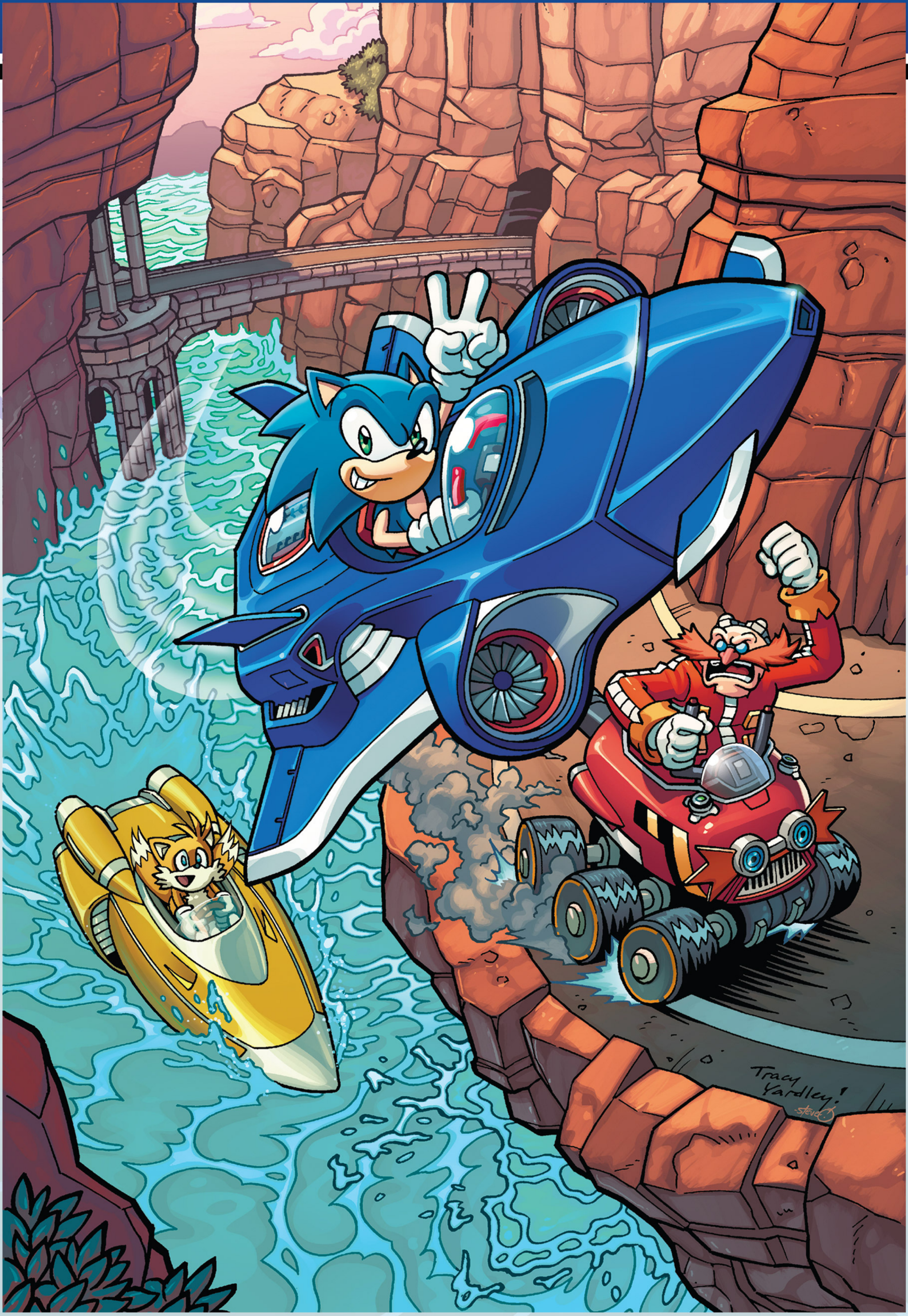
THE LAST TIME **SONIC** AND HIS ALL STAR FRIENDS RACED, THE **EVIL DR. EGGMAN** TURNED UP TO WREAK HAVOC ON THE RACERS AND CONQUER EACH COURSE FOR HIMSELF. SONIC WAS EVENTUALLY ABLE TO **DEFEAT** THE **CROOKED DOCTOR**, BUT ON THE EVE OF THE SECOND ALL STAR RACER GRAN PRIX OUR HEROES ARE LEFT TO **WONDER** WHAT EVIL SCHEMES THE EGGMAN HAS COOKED UP **FROM THE SHADOWS.**

THIS TIME, THE RACE WILL BE A UNIQUE **TEST OF ABILITIES** ON **LAND, SEA AND AIR.** THIS TIME, IF SONIC WANTS TO WIN HE'LL NEED TO CONQUER ALL THREE AND DEFEAT THE EGGMAN.

THIS TIME, IT'S NOT JUST RACING -- **IT'S RACING TRANSFORMED...**

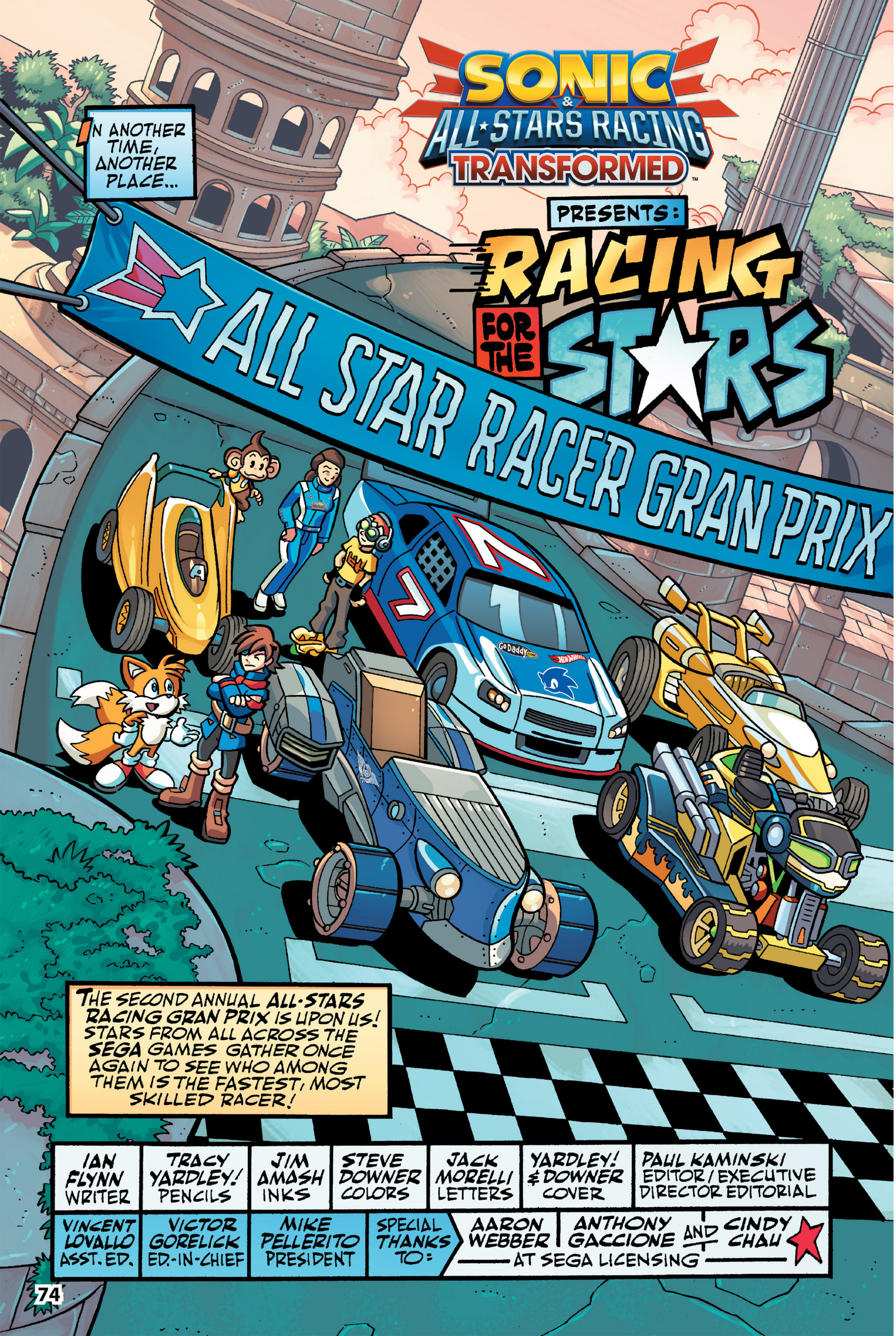
DID YOU KNOW...

This comic story was the first ever to officially include Sega characters outside of the Sonic franchise in a Sonic comic story, as well as a cameo from real life racing star Danica Patrick!

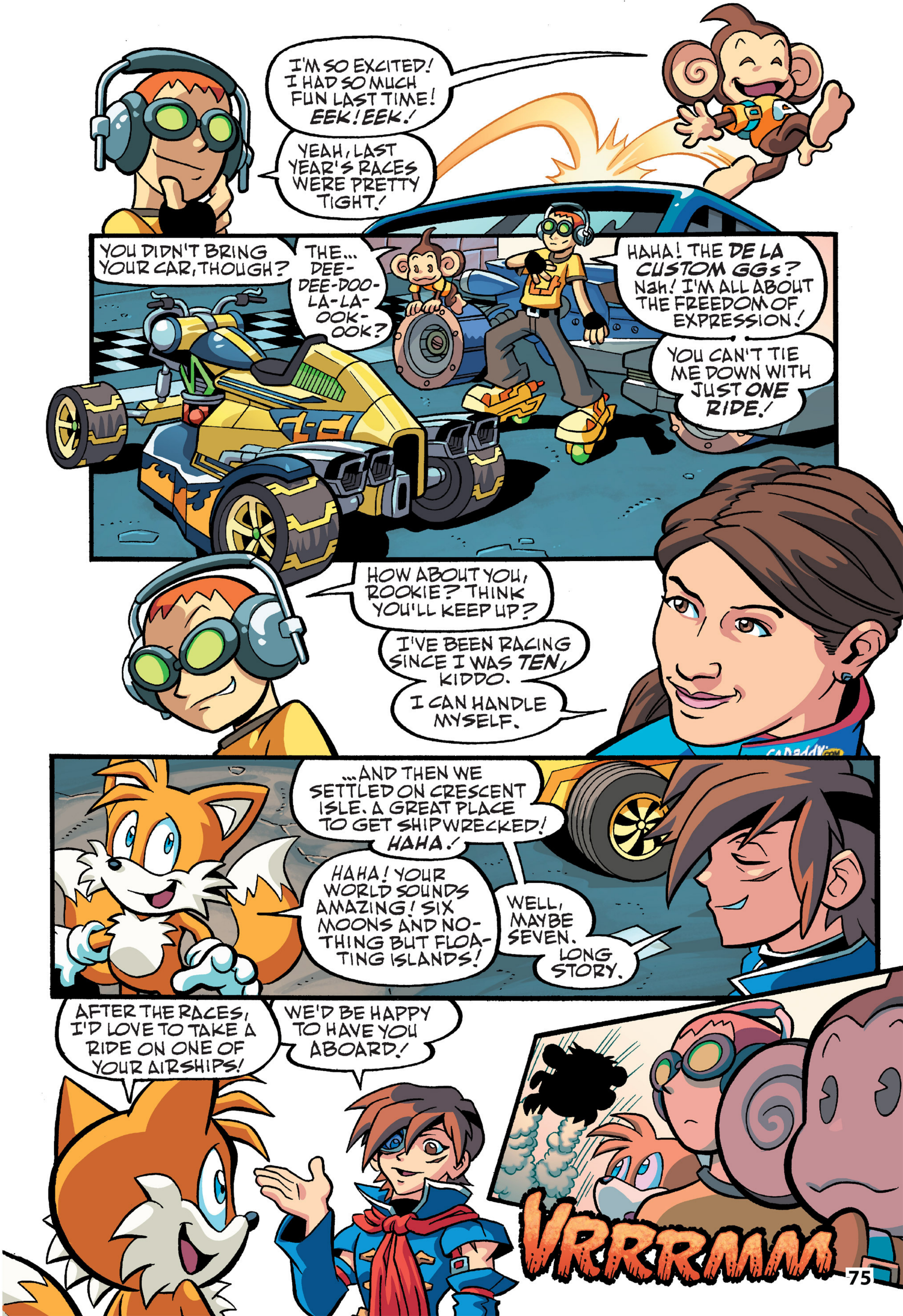

Tracy Yardley!
steve

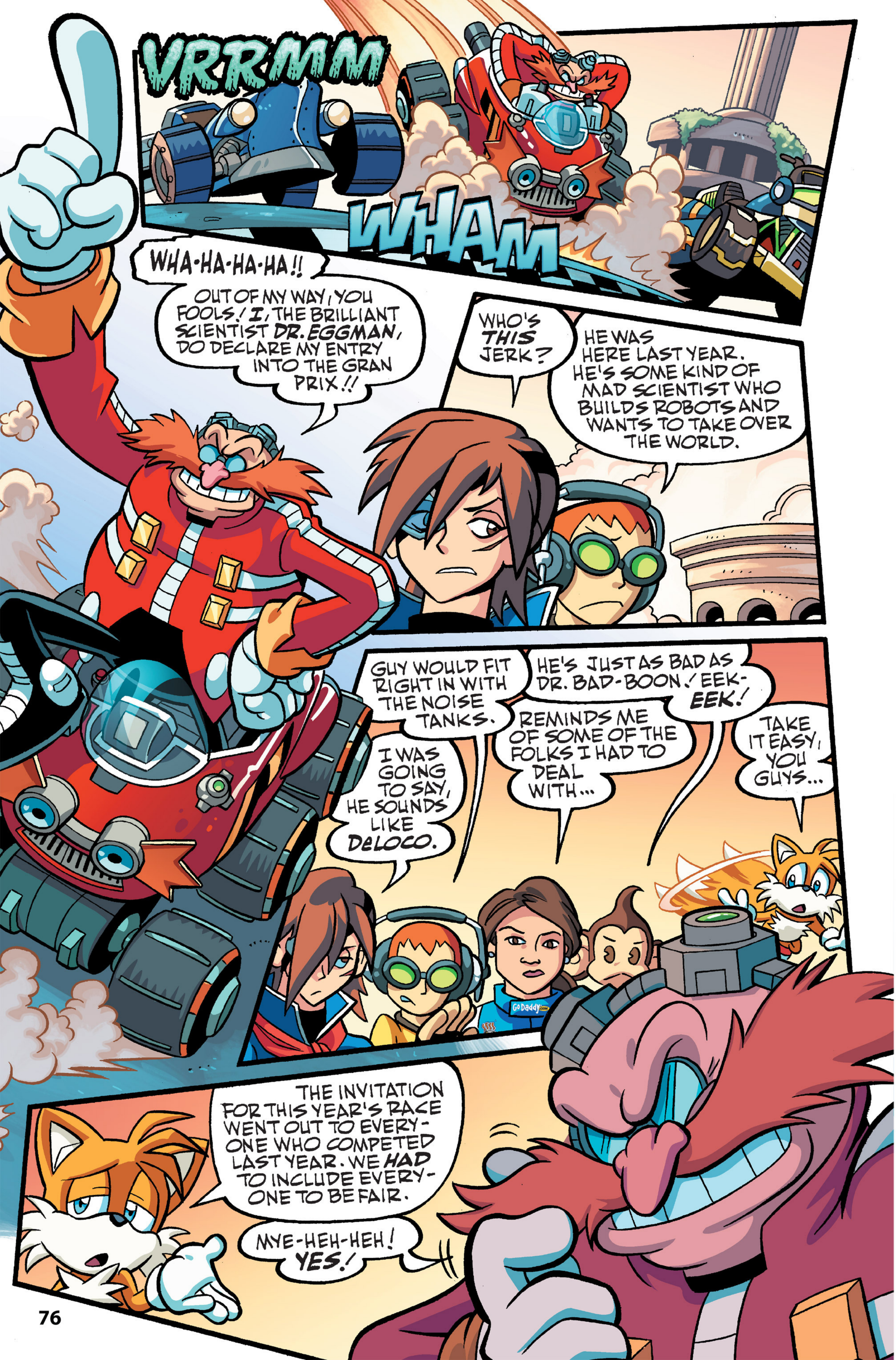
SONIC & ALL-STARS RACING TRANSFORMED PRESENTS:

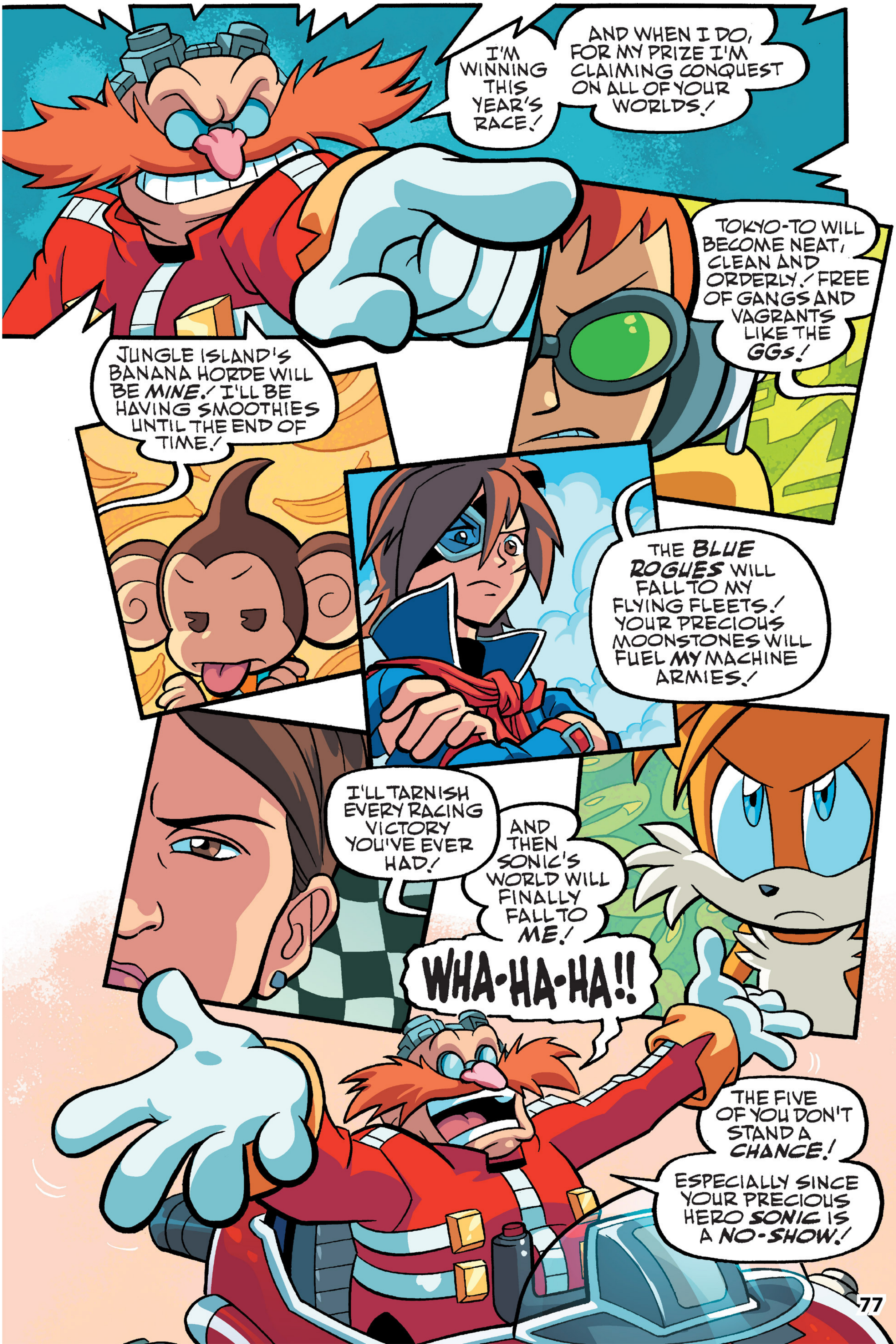
RACING FOR THE STARS

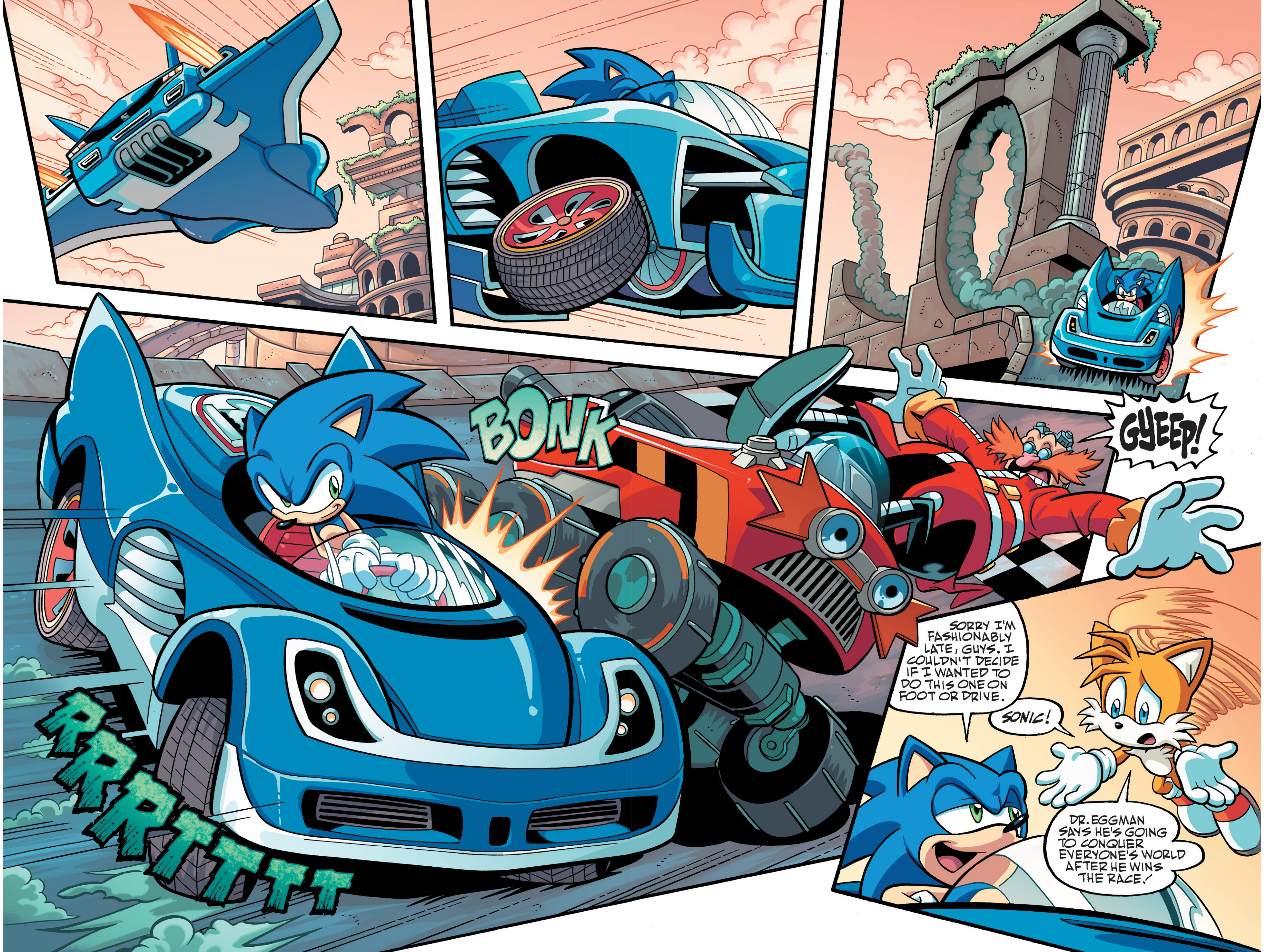

IN ANOTHER TIME, ANOTHER PLACE...
ALL STAR RACER GRAN PRIX
THE SECOND ANNUAL ALL-STARS RACING GRAN PRIX IS UPON US! STARS FROM ALL ACROSS THE SEGA GAMES GATHER ONCE AGAIN TO SEE WHO AMONG THEM IS THE FASTEST, MOST SKILLED RACER!
7
GoDaddy.com
HOT WHEELS

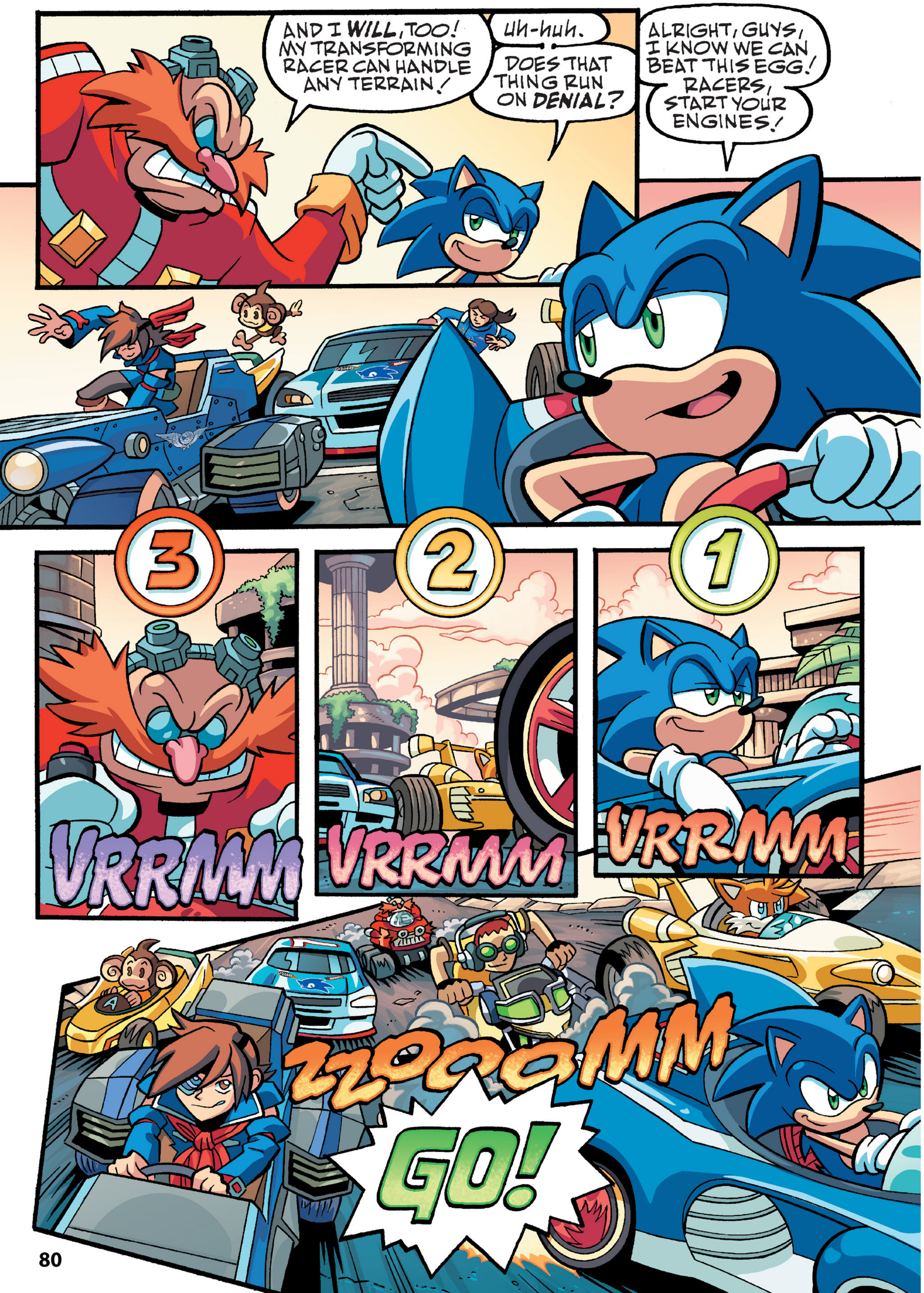
IAN FLYNN WRITER
TRACY YARDLEY! PENCILS
JIM AMASH INKS
STEVE DOWNER COLORS
JACK MORELLI LETTERS
YARDLEY! & DOWNER COVER
PAUL KAMINSKI EDITOR / EXECUTIVE DIRECTOR EDITORIAL
VINCENT LOVALLO ASST. ED.
VICTOR GORELICK ED.-IN-CHIEF
MIKE PELLERITO PRESIDENT
SPECIAL THANKS TO: AARON WEBBER | ANTHONY GACCIONE AND CINDY CHAU — AT SEGA LICENSING —

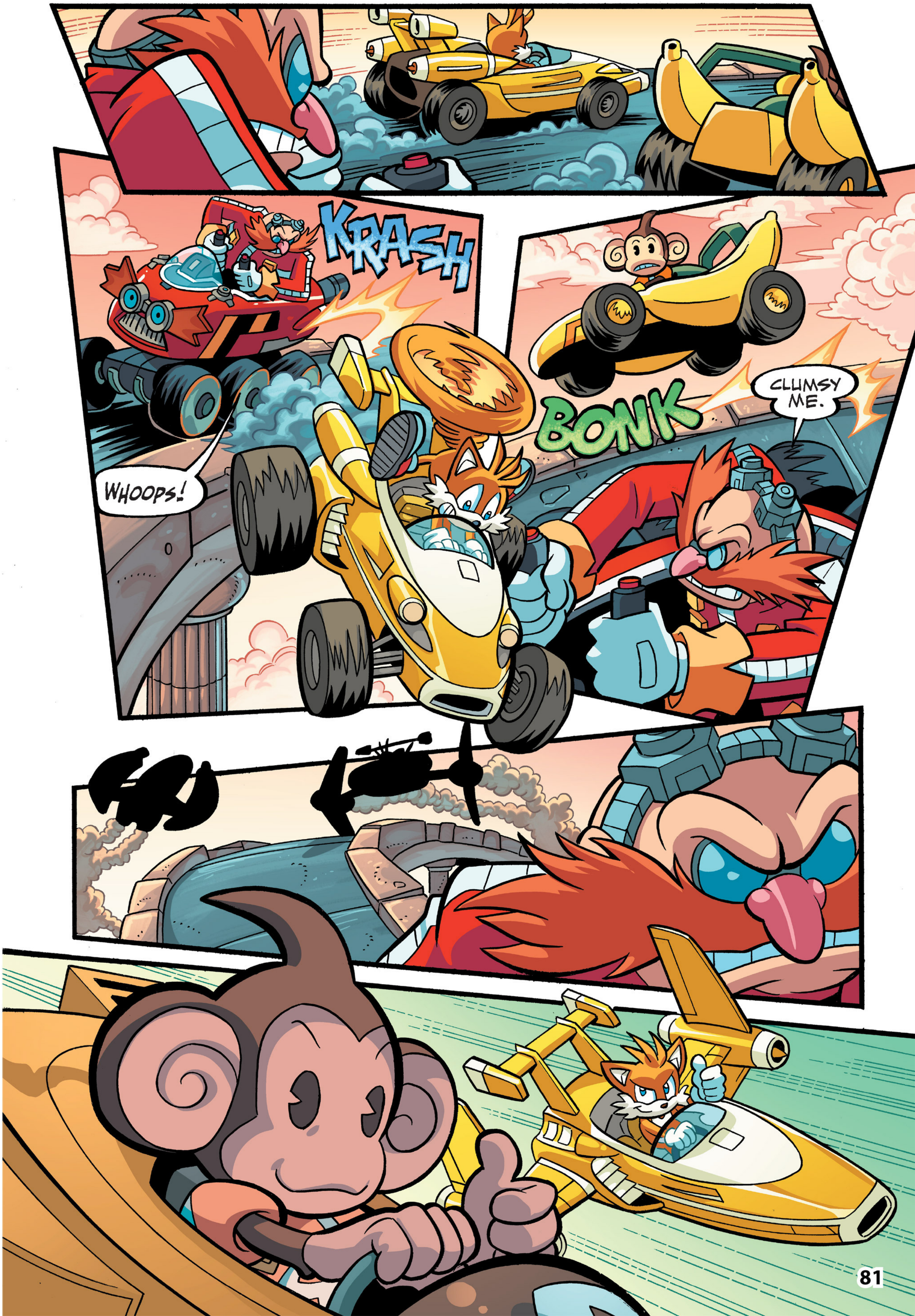

I'M SO EXCITED! I HAD SO MUCH FUN LAST TIME! **EEK! EEK!**
YEAH, LAST YEAR'S RACES WERE PRETTY TIGHT!
YOU DIDN'T BRING YOUR CAR, THOUGH?
THE... DEE-DEE-DOO-LA-LA-OOK-OOK?
HAHA! THE ***DE LA CUSTOM GGs?*** Nah! I'M ALL ABOUT THE FREEDOM OF EXPRESSION!
YOU CAN'T TIE ME DOWN WITH JUST ***ONE RIDE!***
HOW ABOUT YOU, ROOKIE? THINK YOU'LL KEEP UP?
I'VE BEEN RACING SINCE I WAS ***TEN***, KIDDO.
I CAN HANDLE MYSELF.
...AND THEN WE SETTLED ON CRESCENT ISLE. A GREAT PLACE TO GET SHIPWRECKED! **HAHA!**
HAHA! YOUR WORLD SOUNDS AMAZING! SIX MOONS AND NOTHING BUT FLOATING ISLANDS!
WELL, MAYBE SEVEN.
LONG STORY.
AFTER THE RACES, I'D LOVE TO TAKE A RIDE ON ONE OF YOUR AIRSHIPS!
WE'D BE HAPPY TO HAVE YOU ABOARD!
VRRRMMM

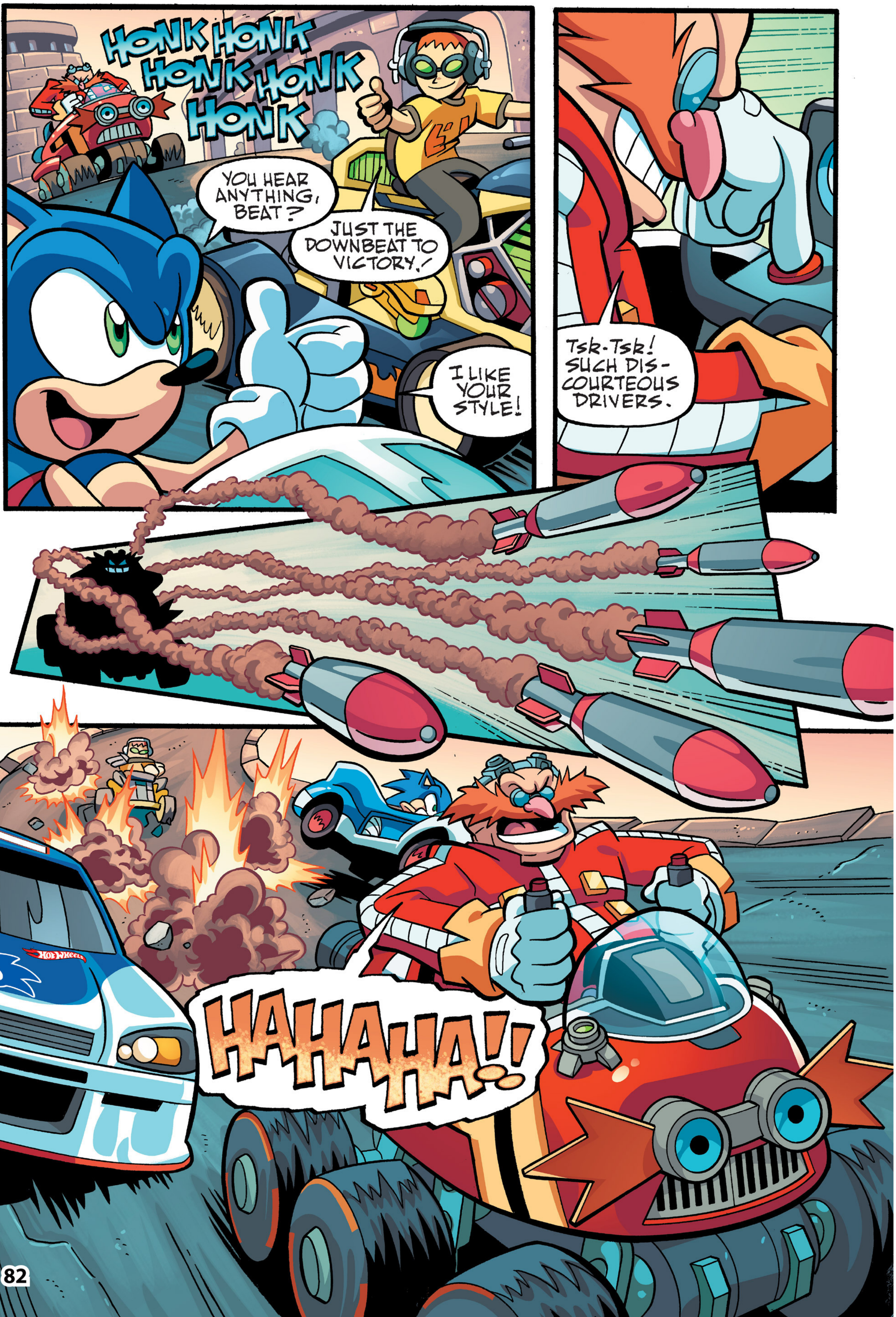

VRRMM
WHAM
WHA-HA-HA-HA!!
OUT OF MY WAY, YOU FOOLS! I, THE BRILLIANT SCIENTIST DR. EGGMAN, DO DECLARE MY ENTRY INTO THE GRAN PRIX!!
WHO'S THIS JERK?
HE WAS HERE LAST YEAR. HE'S SOME KIND OF MAD SCIENTIST WHO BUILDS ROBOTS AND WANTS TO TAKE OVER THE WORLD.
GUY WOULD FIT RIGHT IN WITH THE NOISE TANKS.
I WAS GOING TO SAY, HE SOUNDS LIKE DELOCO.
HE'S JUST AS BAD AS DR. BAD-BOON! EEK-EEK!
REMINDS ME OF SOME OF THE FOLKS I HAD TO DEAL WITH...
TAKE IT EASY, YOU GUYS...
GoDaddy.com
THE INVITATION FOR THIS YEAR'S RACE WENT OUT TO EVERYONE WHO COMPETED LAST YEAR. WE HAD TO INCLUDE EVERYONE TO BE FAIR.
MYE-HEH-HEH! YES!

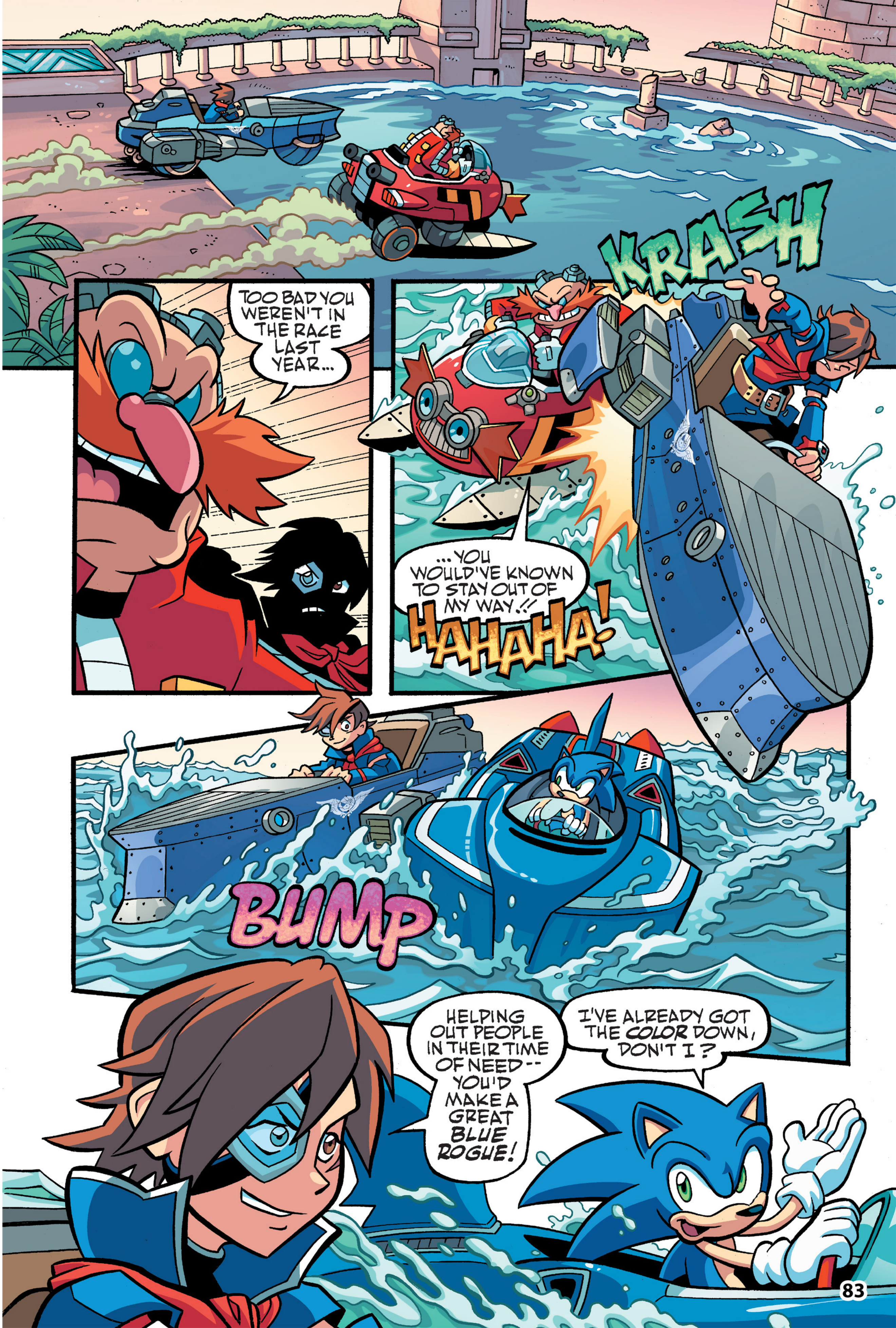

I'M WINNING THIS YEAR'S RACE!
AND WHEN I DO, FOR MY PRIZE I'M CLAIMING CONQUEST ON ALL OF YOUR WORLDS!
TOKYO-TO WILL BECOME NEAT, CLEAN AND ORDERLY! FREE OF GANGS AND VAGRANTS LIKE THE *GGs!*
JUNGLE ISLAND'S BANANA HORDE WILL BE *MINE!* I'LL BE HAVING SMOOTHIES UNTIL THE END OF TIME!
THE ***BLUE ROGUES*** WILL FALL TO MY FLYING FLEETS! YOUR PRECIOUS MOONSTONES WILL FUEL **MY** MACHINE ARMIES!
I'LL TARNISH EVERY RACING VICTORY YOU'VE EVER HAD!
AND THEN SONIC'S WORLD WILL FINALLY FALL TO *ME!*
WHA-HA-HA!!
THE FIVE OF YOU DON'T STAND A *CHANCE!*
ESPECIALLY SINCE YOUR PRECIOUS HERO ***SONIC*** IS A ***NO-SHOW!***

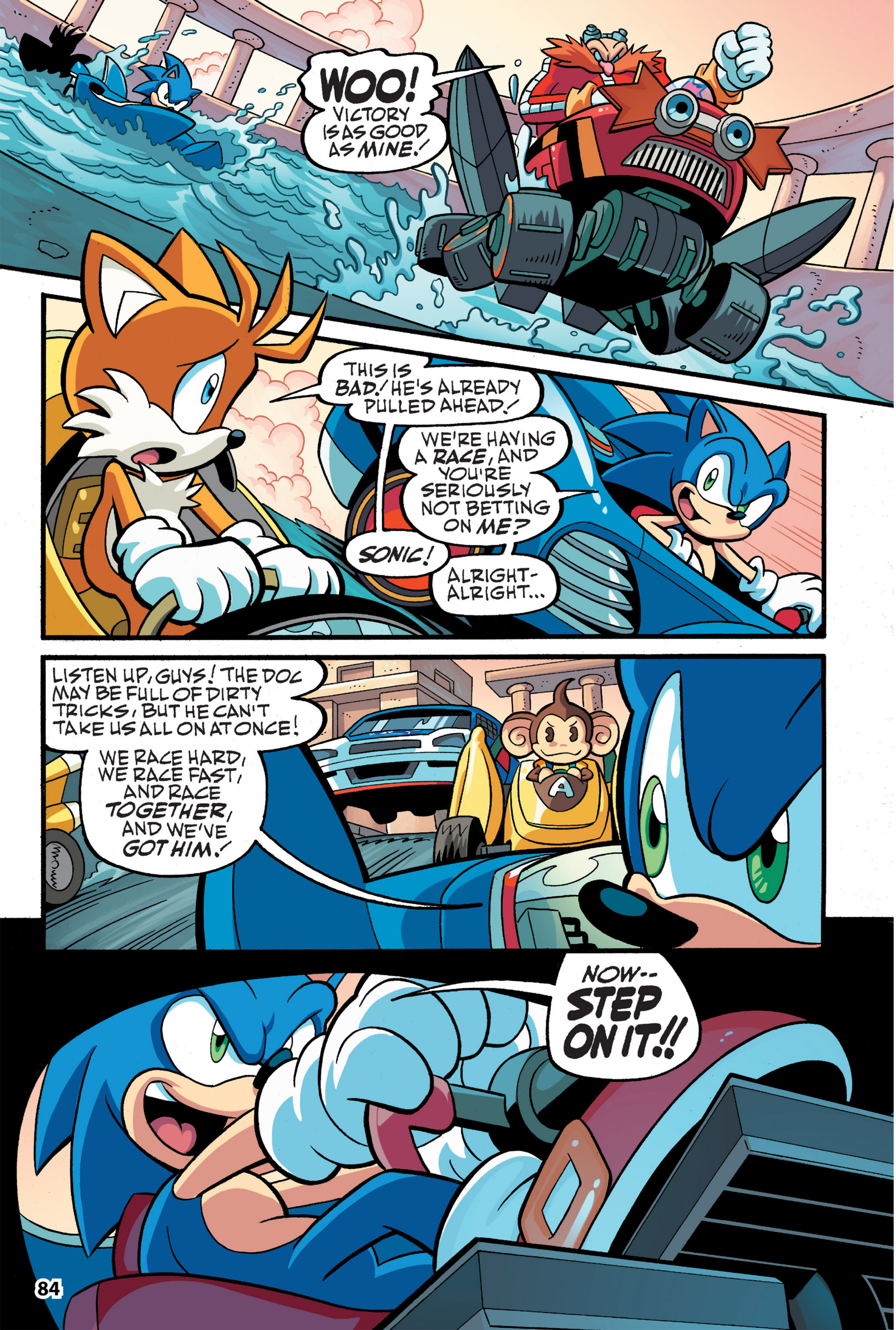

RRRTTTTT
BONK
GYEEP!
SORRY I'M FASHIONABLY LATE, GUYS. I COULDN'T DECIDE IF I WANTED TO DO THIS ONE ON FOOT OR DRIVE.
SONIC!
DR. EGGMAN SAYS HE'S GOING TO CONQUER EVERYONE'S WORLD AFTER HE WINS THE RACE!

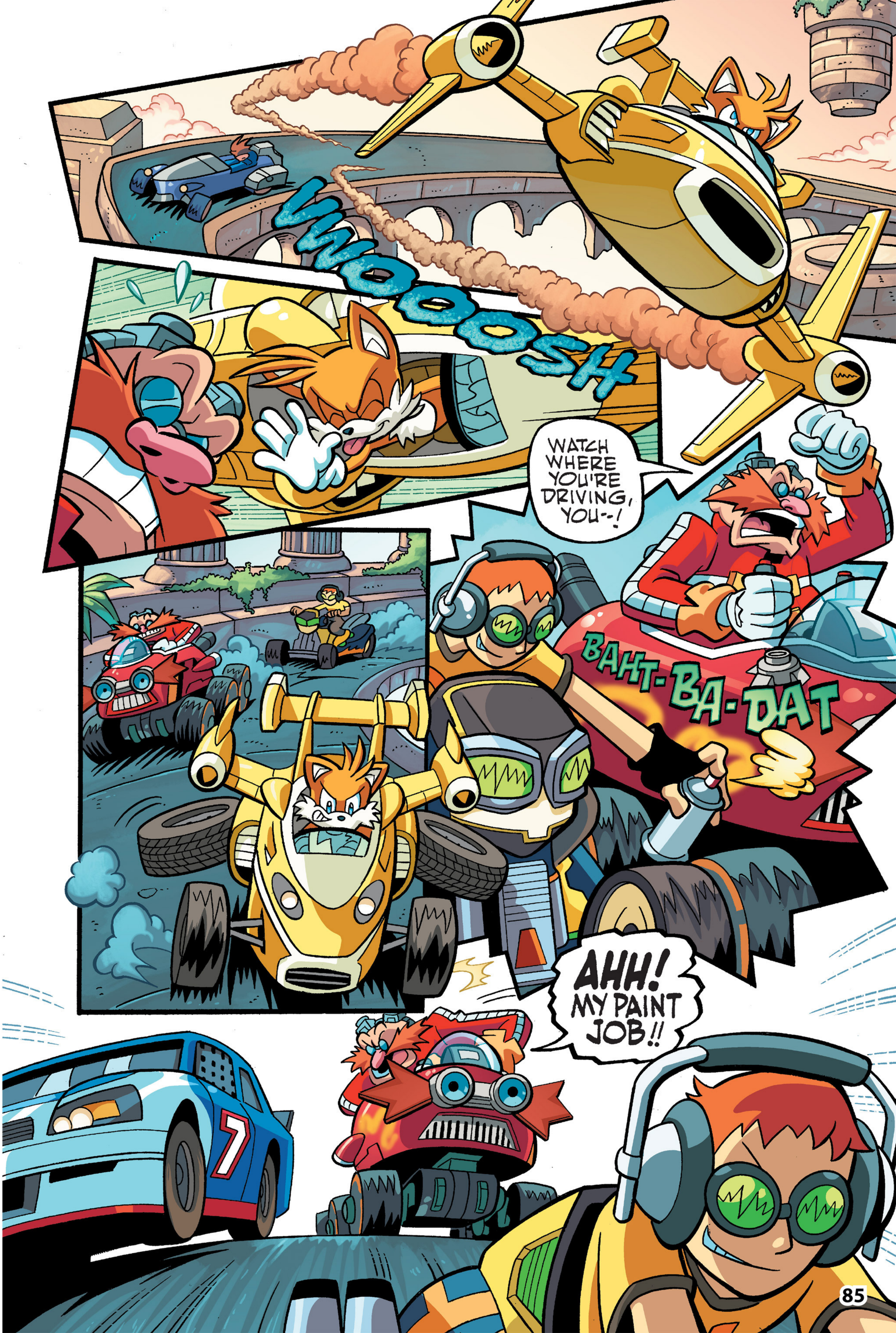

AND I **WILL**, TOO! MY TRANSFORMING RACER CAN HANDLE ANY TERRAIN!
uh-huh.
DOES THAT THING RUN ON **DENIAL**?
ALRIGHT, GUYS, I KNOW WE CAN BEAT THIS EGG! RACERS, START YOUR ENGINES!
3
VRRMMM
2
VRRMMM
1
VRRMMM
ZZOOOMM
GO!

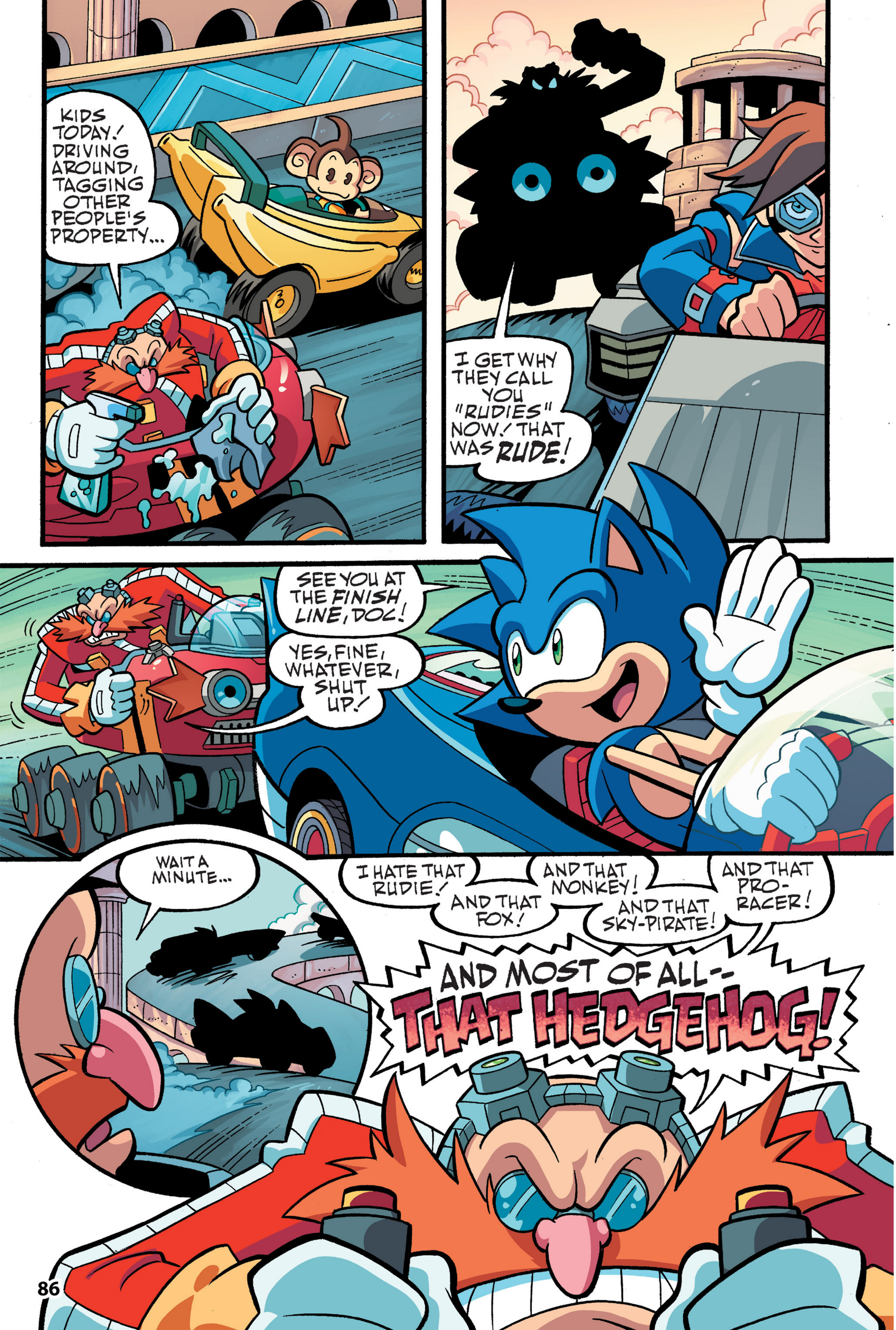

KRASH
WHOOPS!
BONK
CLUMSY ME.

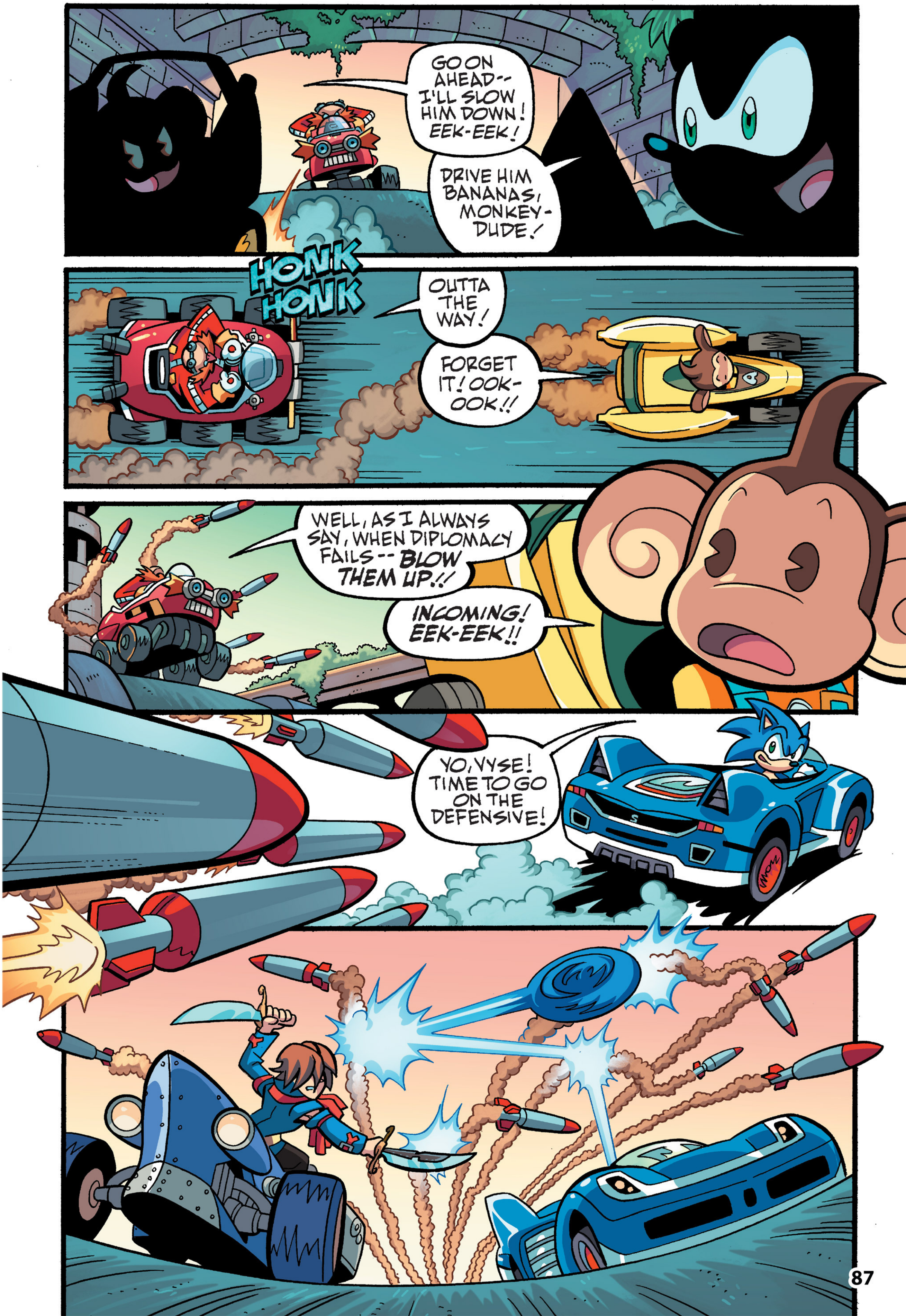

HONK HONK HONK HONK HONK
YOU HEAR ANYTHING, BEAT?
JUST THE DOWNBEAT TO VICTORY!
I LIKE YOUR STYLE!
Tsk-Tsk! SUCH DISCOURTEOUS DRIVERS.
HOT WHEELS
HAHAHA!!

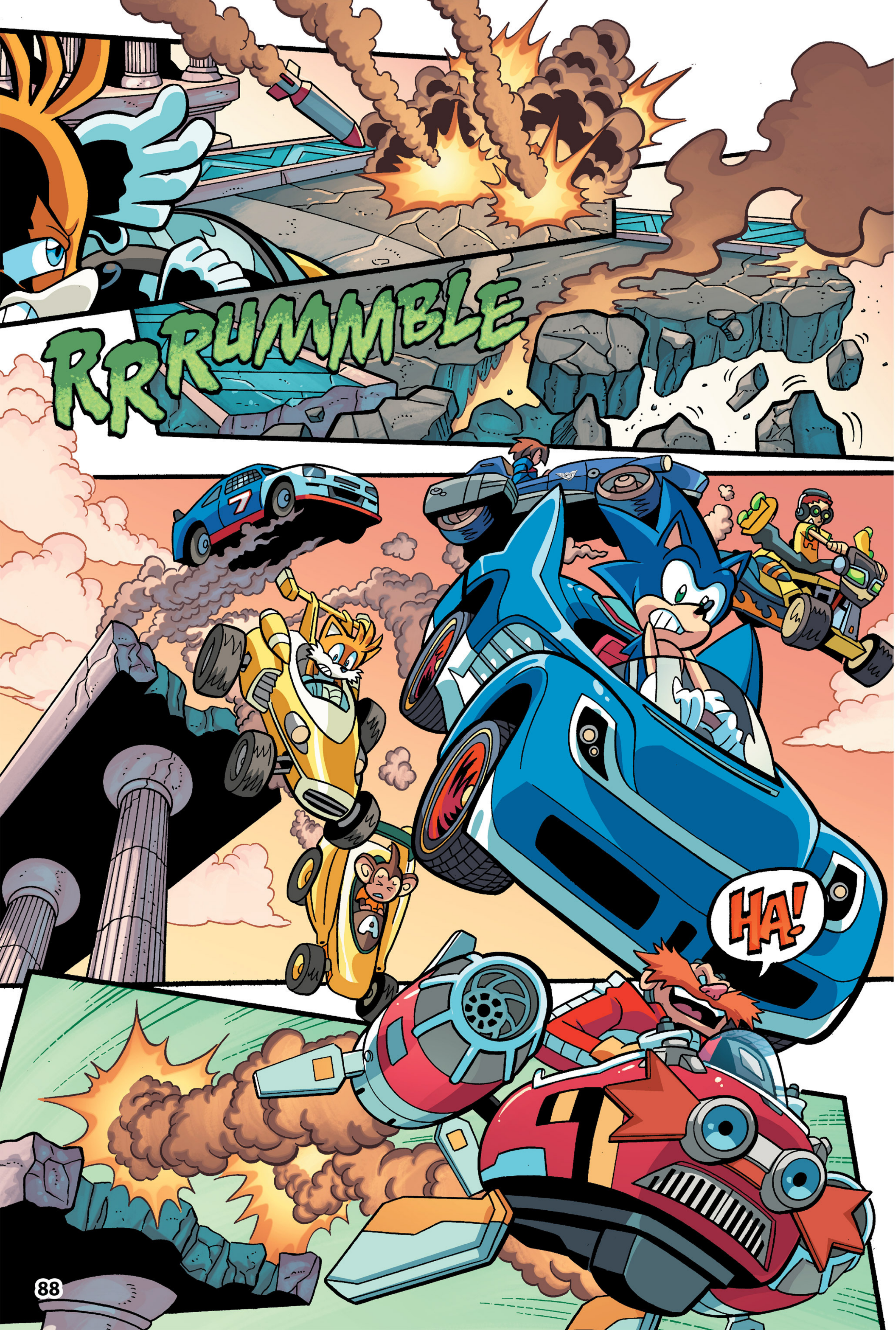

KRASH
TOO BAD YOU WEREN'T IN THE RACE LAST YEAR...
...YOU WOULD'VE KNOWN TO STAY OUT OF MY WAY!!
HAHAHA!
BUMP
HELPING OUT PEOPLE IN THEIR TIME OF NEED-- YOU'D MAKE A GREAT BLUE ROGUE!
I'VE ALREADY GOT THE COLOR DOWN, DON'T I?

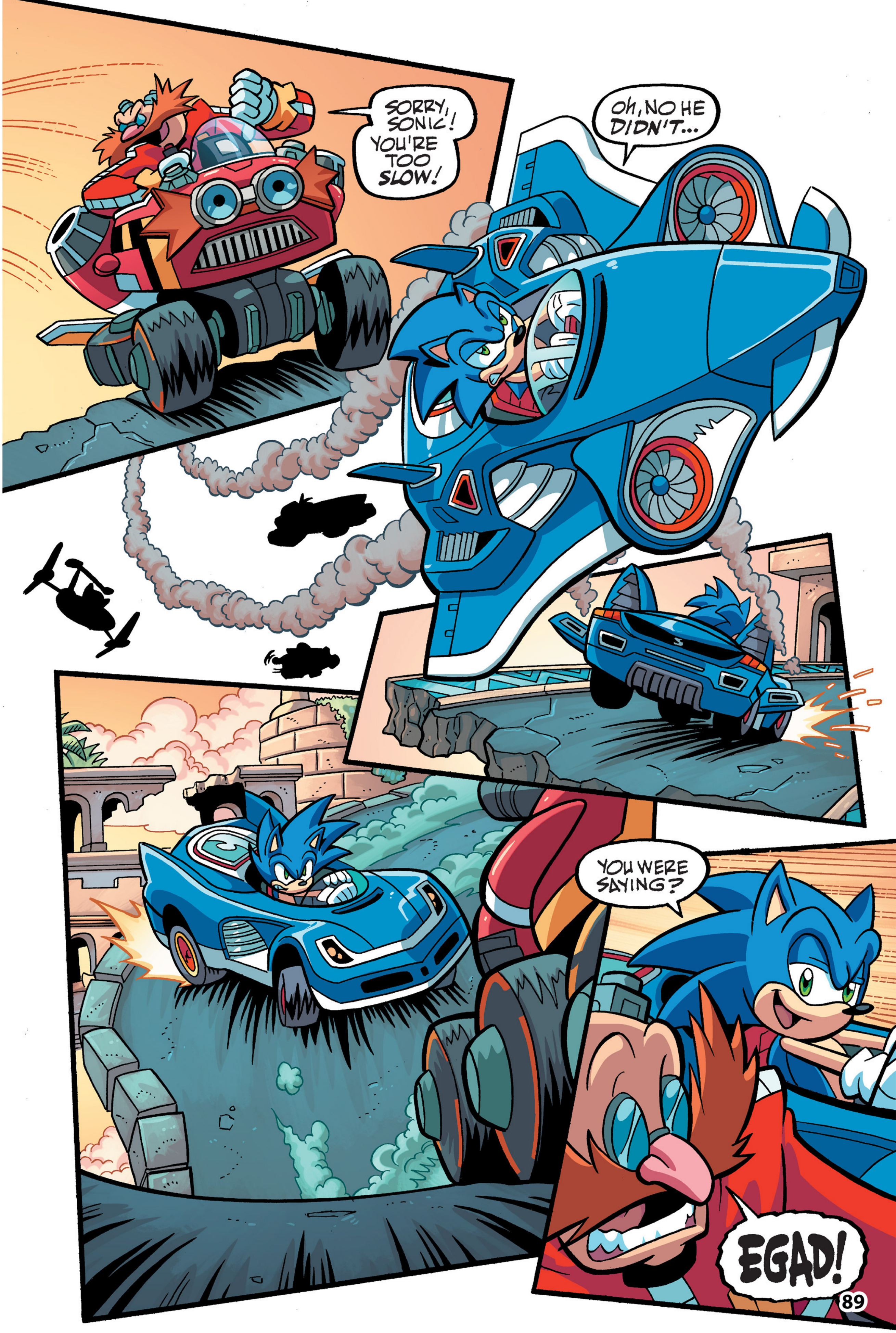

WOO! VICTORY IS AS GOOD AS MINE!
THIS IS BAD! HE'S ALREADY PULLED AHEAD!
WE'RE HAVING A *RACE*, AND YOU'RE SERIOUSLY NOT BETTING ON *ME*?
SONIC!
ALRIGHT-ALRIGHT...
LISTEN UP, GUYS! THE DOC MAY BE FULL OF DIRTY TRICKS, BUT HE CAN'T TAKE US ALL ON AT ONCE!
WE RACE HARD, WE RACE FAST, AND RACE *TOGETHER*, AND WE'VE *GOT HIM*!
A
NOW-- STEP ON IT!!

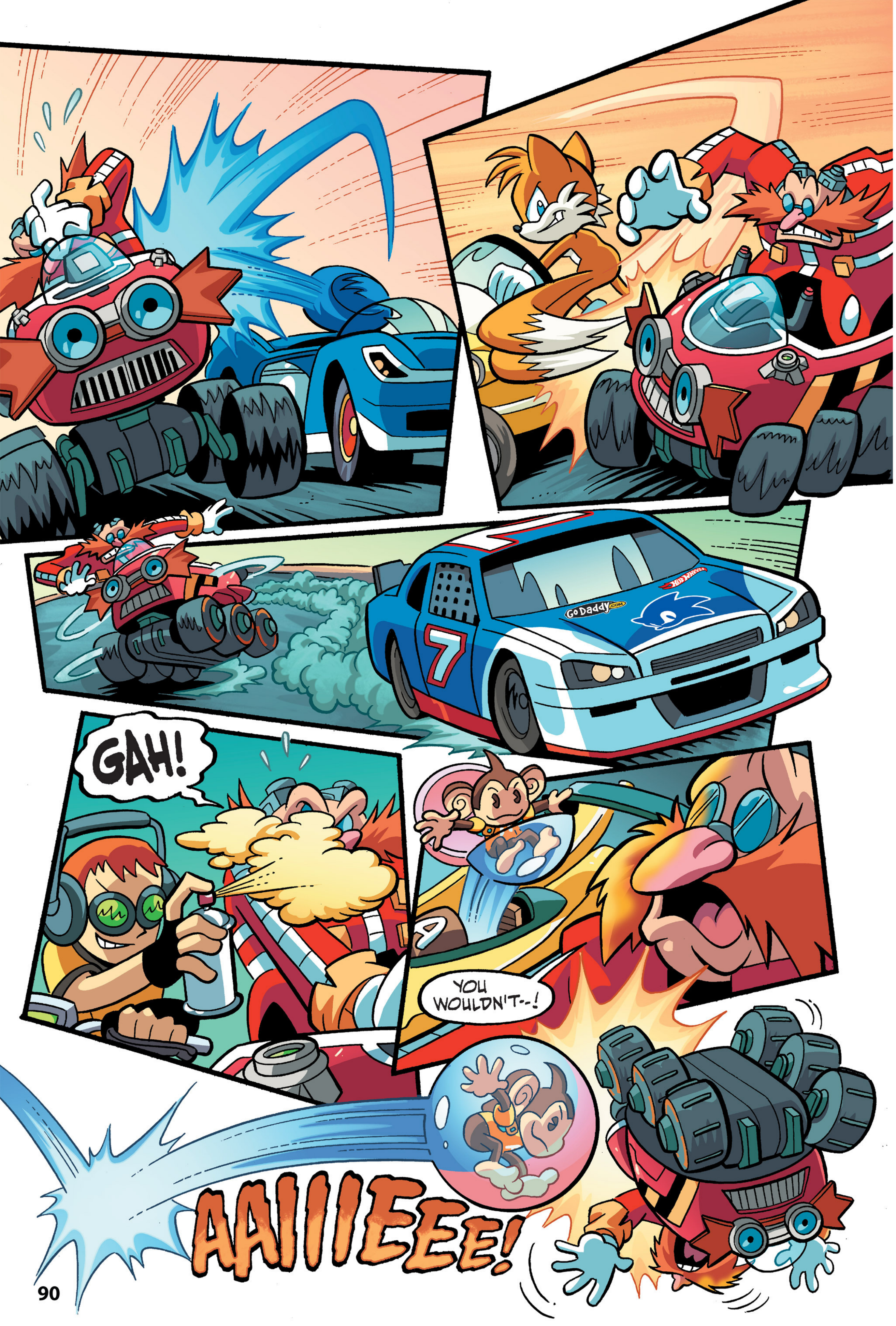

VWOOOSH
WATCH WHERE YOU'RE DRIVING, YOU--!
BAHT-BA-DAT
AHH! MY PAINT JOB!!
7

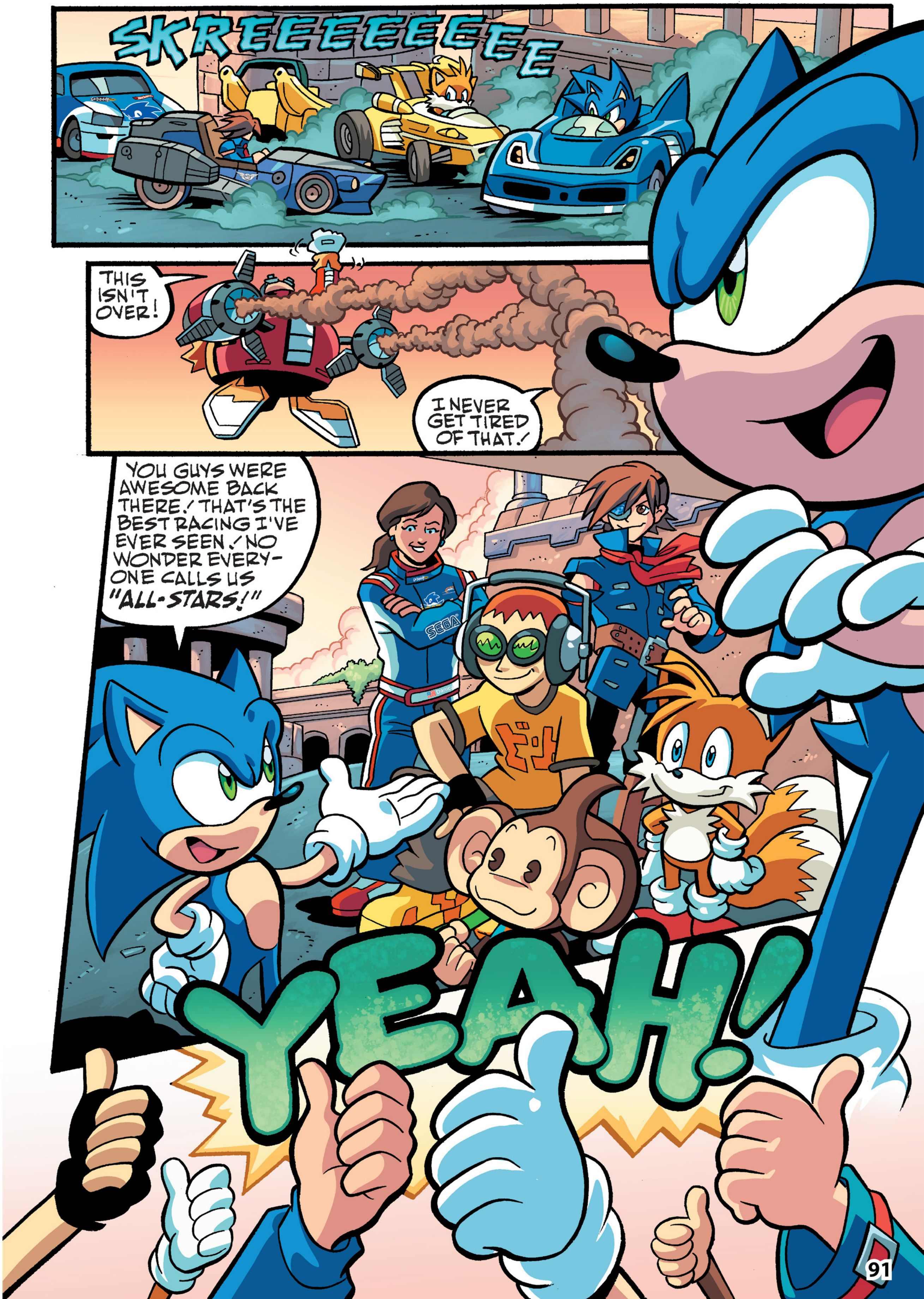

KIDS TODAY! DRIVING AROUND, TAGGING OTHER PEOPLE'S PROPERTY...
I GET WHY THEY CALL YOU "RUDIES" NOW! THAT WAS RUDE!
SEE YOU AT THE FINISH LINE, DOC!
YES, FINE, WHATEVER, SHUT UP!
WAIT A MINUTE...
I HATE THAT RUDIE!
AND THAT FOX!
AND THAT MONKEY!
AND THAT SKY-PIRATE!
AND THAT PRO-RACER!
AND MOST OF ALL-- THAT HEDGEHOG!

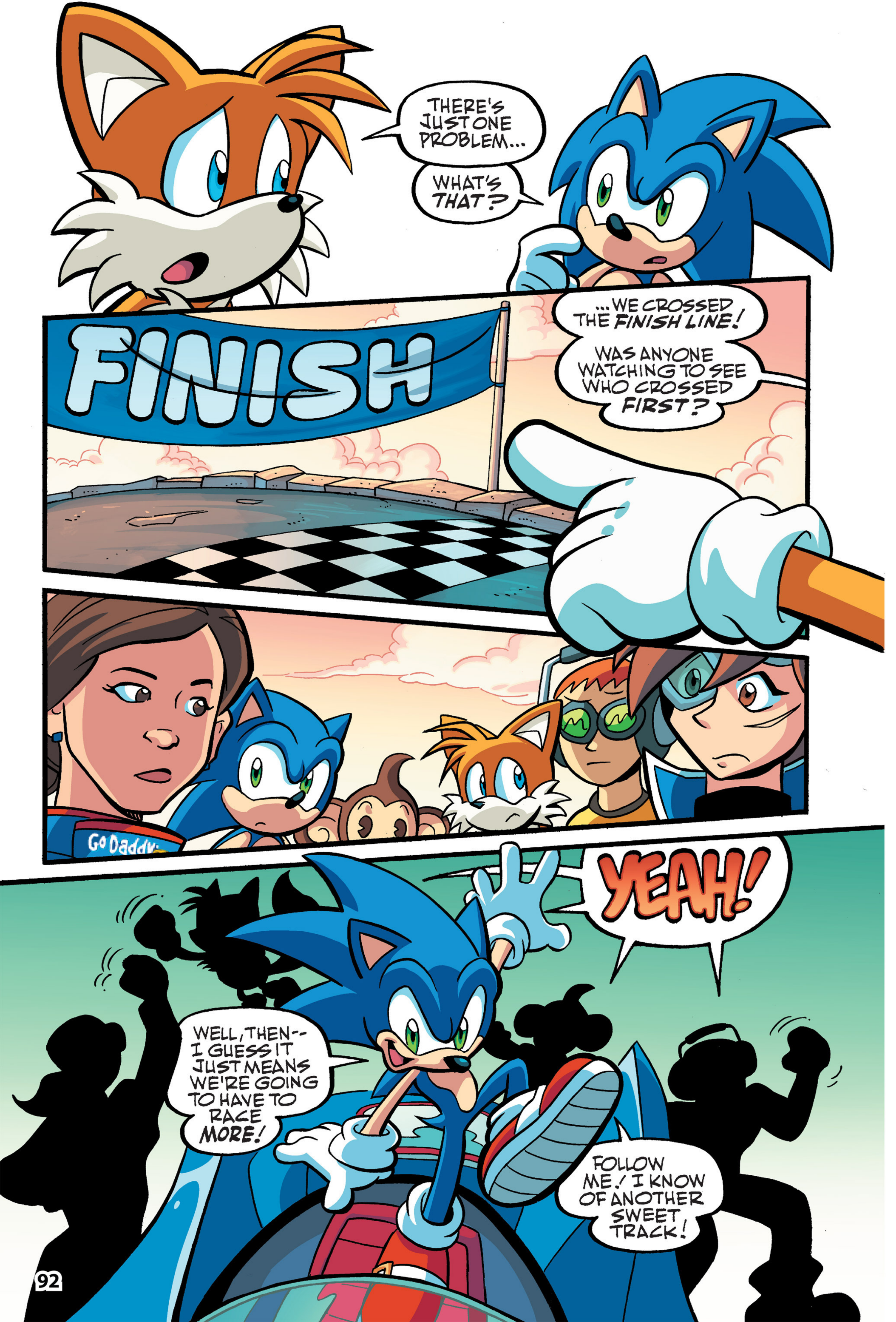

GO ON AHEAD-- I'LL SLOW HIM DOWN! EEK-EEK!
DRIVE HIM BANANAS, MONKEY-DUDE!
HONK HONK
OUTTA THE WAY!
FORGET IT! OOK-OOK!!
WELL, AS I ALWAYS SAY, WHEN DIPLOMACY FAILS-- BLOW THEM UP!!
INCOMING! EEK-EEK!!
YO, VYSE! TIME TO GO ON THE DEFENSIVE!

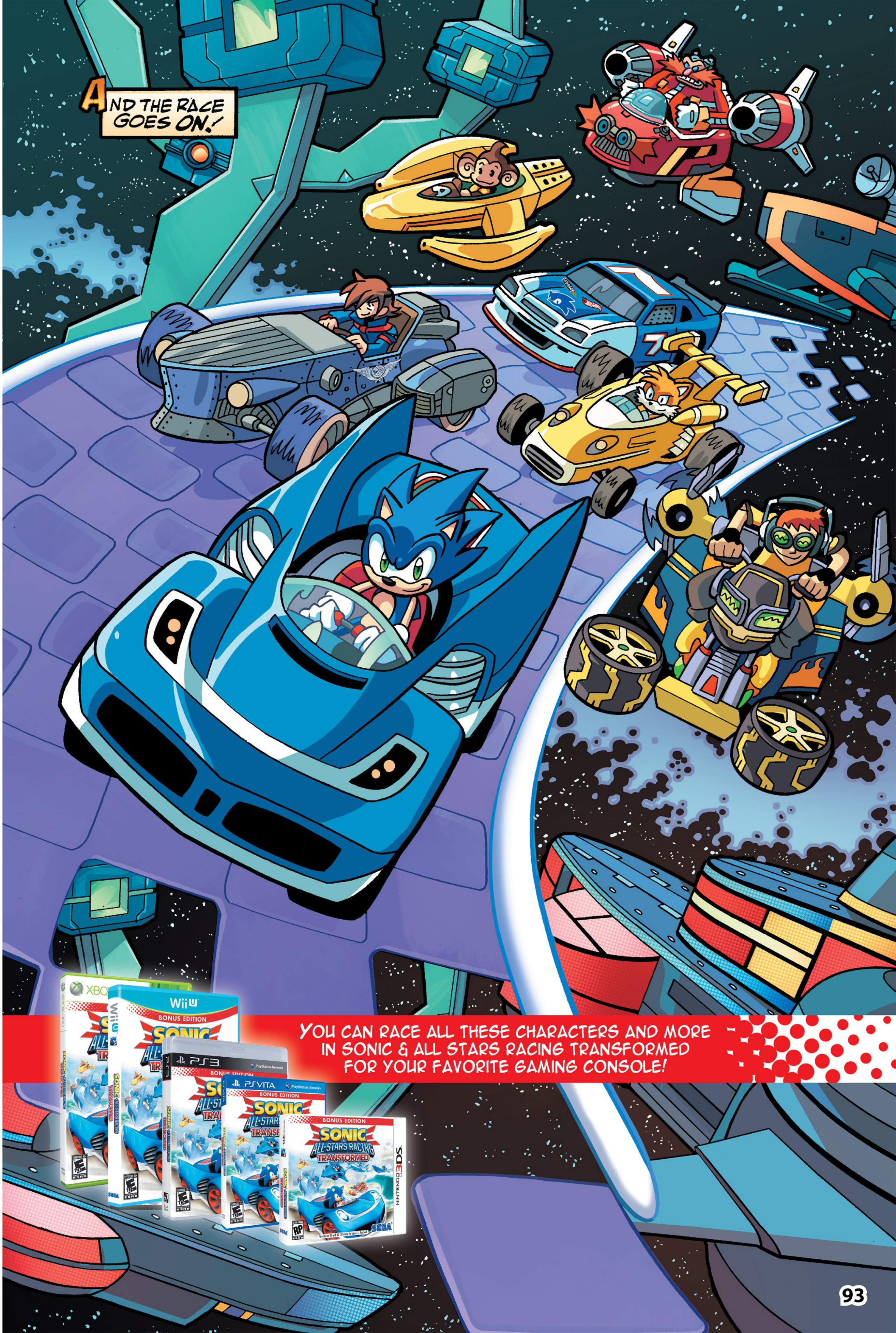

RRRUMMBLE
7
A
HA!


SORRY, SONIC! YOU'RE TOO SLOW!
Oh, NO HE DIDN'T...
YOU WERE SAYING?
EGAD!


GoDaddy.com
Hot Wheels
7
GAH!
YOU WOULDN'T--!
AAIIIEEEE!


SKREEEEEEEEE
THIS ISN'T OVER!
I NEVER GET TIRED OF THAT!
YOU GUYS WERE AWESOME BACK THERE! THAT'S THE BEST RACING I'VE EVER SEEN! NO WONDER EVERYONE CALLS US "ALL-STARS!"
YEAH!
SEGA


THERE'S JUST ONE PROBLEM...
WHAT'S *THAT?*
...WE CROSSED THE *FINISH LINE!*
WAS ANYONE WATCHING TO SEE WHO CROSSED *FIRST?*
FINISH
Go Daddy
YEAH!
WELL, THEN-- I GUESS IT JUST MEANS WE'RE GOING TO HAVE TO RACE *MORE!*
FOLLOW ME! I KNOW OF ANOTHER SWEET TRACK!


AND THE RACE GOES ON!

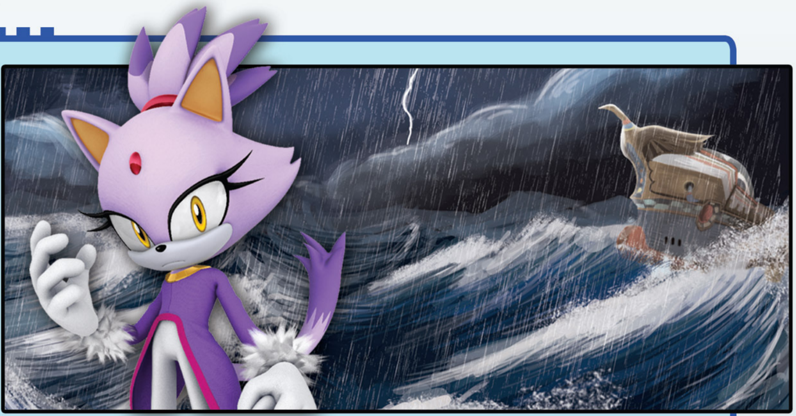
YOU CAN RACE ALL THESE CHARACTERS AND MORE IN SONIC & ALL STARS RACING TRANSFORMED FOR YOUR FAVORITE GAMING CONSOLE!

SONIC SUPER SPECIAL COMIC FEATURE:

ADVENTURE ON BLAZING SEAS!

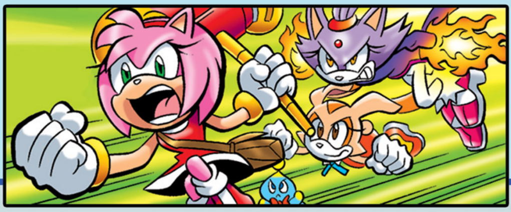
PREVIOUSLY...

WITH THE **COLLISION** OF TWO WORLDS CRASHING TO A CLOSE, THE FATE OF **SONIC THE HEDGEHOG'S** ENTIRE **UNIVERSE** REMAINS SHROUDED IN **MYSTERY**!



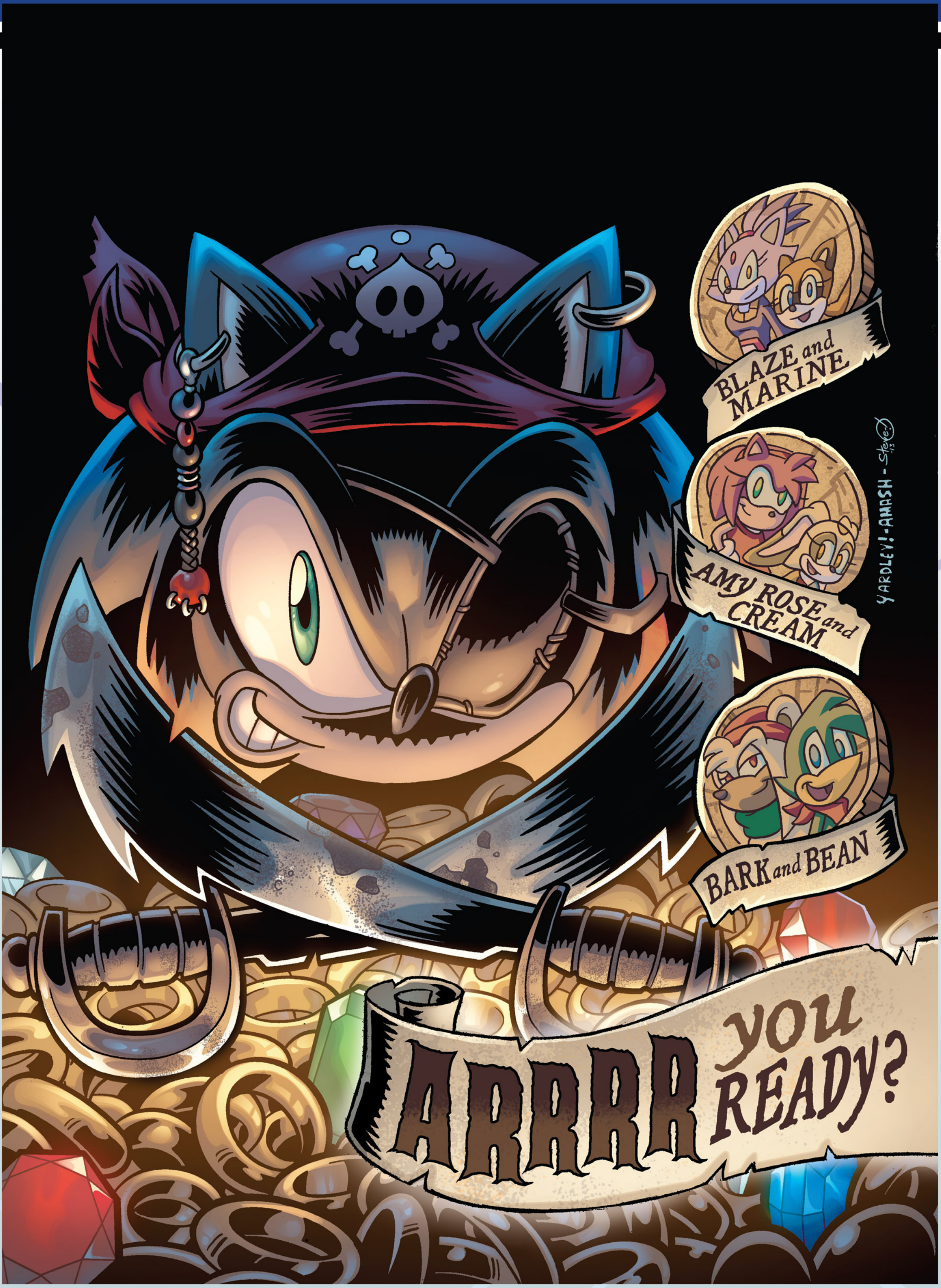
JOIN US NOW, AS WE **DISCOVER** THE **FATE** OF MANY OF THE HEROES WHO FOUGHT TO RESTORE ORDER TO THE UNIVERSE THAT DAY. HEROES WHO SHARE A **SPECIAL BOND** THANKS TO THE **POWERFUL SOL EMERALDS**, AND WHO HAVE BEEN REUNITED ACROSS SPACE AND TIME FOR ONE MORE **ADVENTURE!**

WITH THE VAST SEA LYING BEFORE THEM, **AMY ROSE, CREAM AND CHEESE, BLAZE THE CAT** AND **MARINE THE RACCOON** SAIL INTO ADVENTURE, NOT KNOWING THAT **TROUBLE** IS DRIFTING JUST **AROUND THE CORNER...**

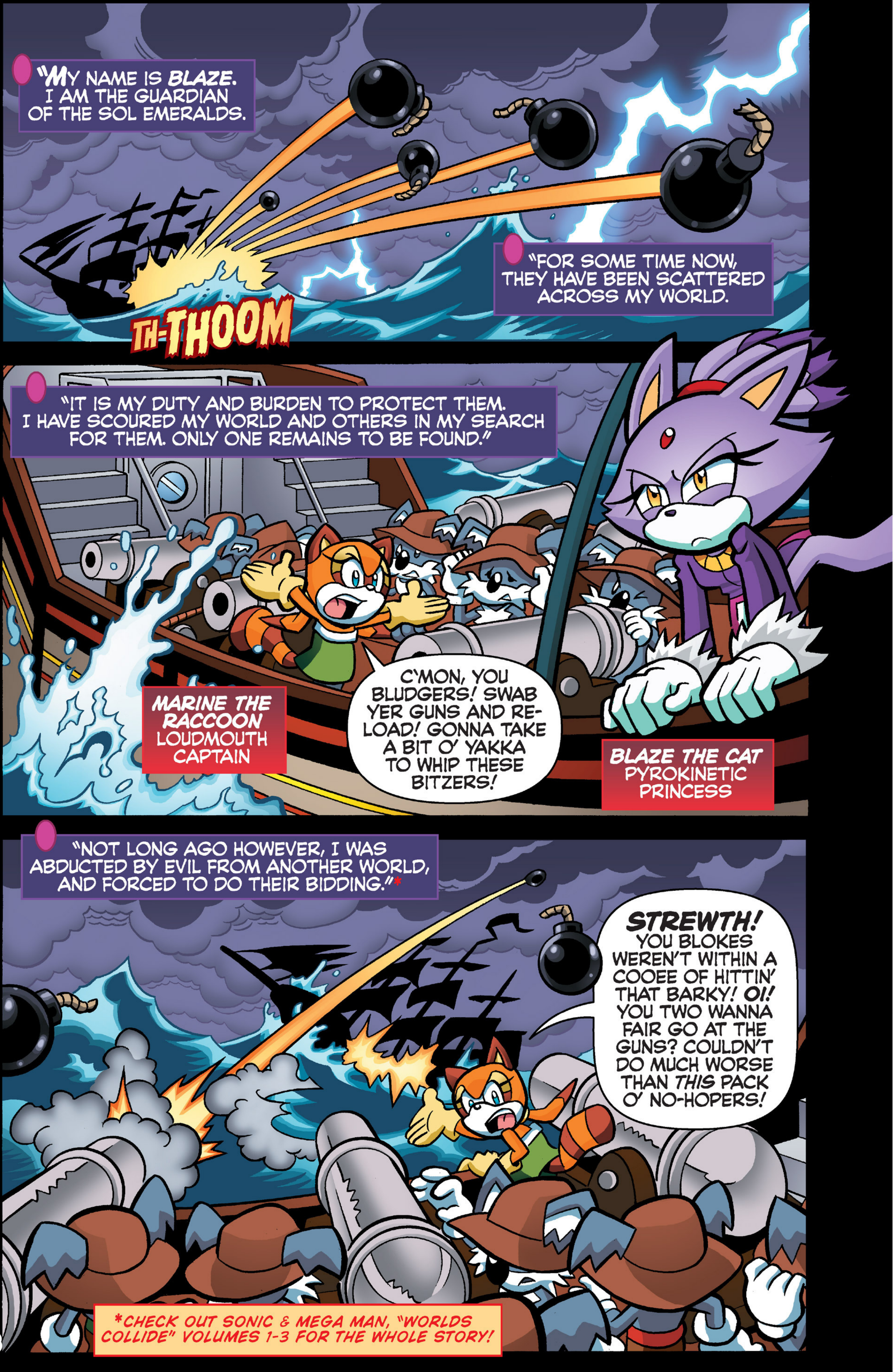


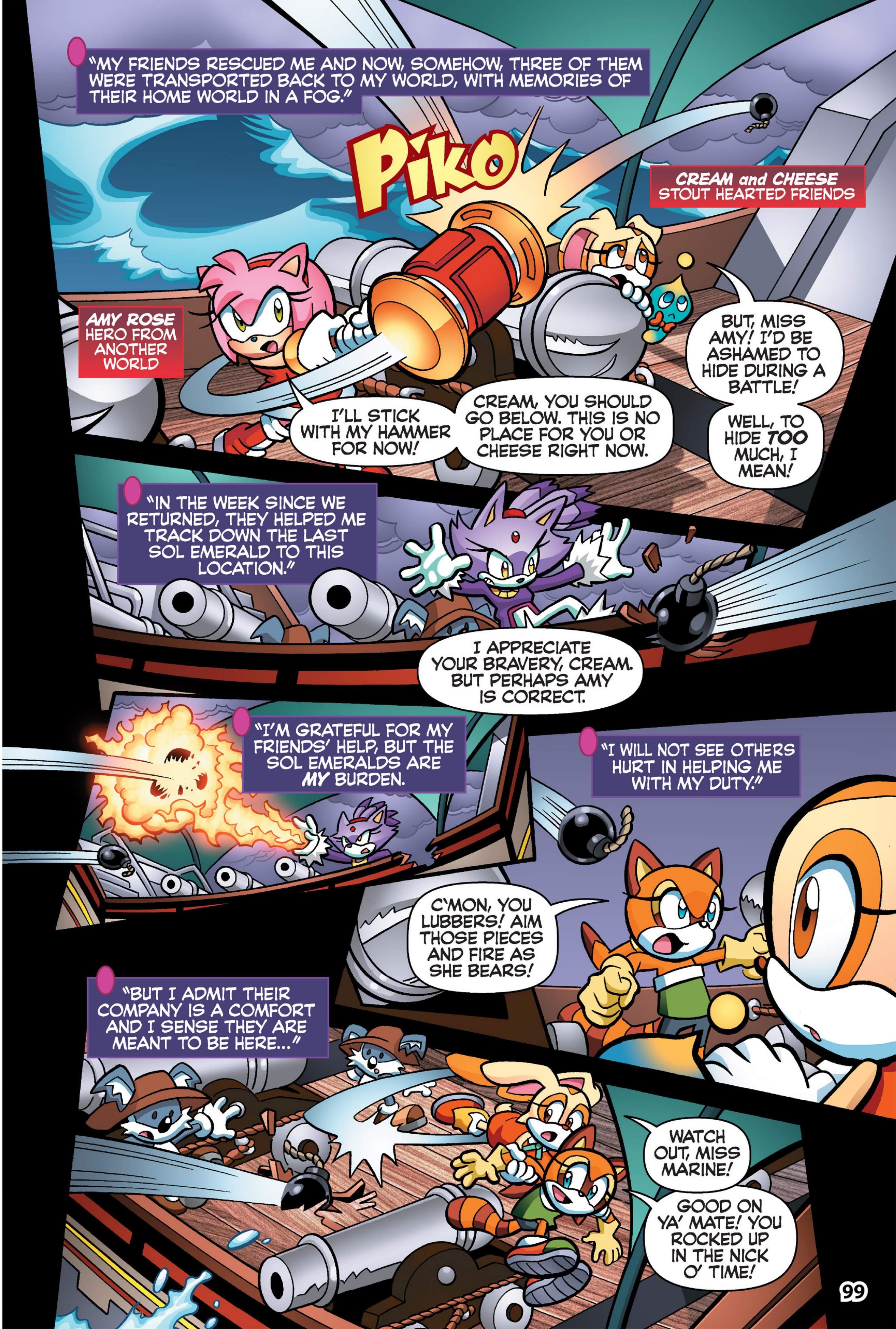
DID YOU KNOW...

Pirate Plunder Panic is not only an awesome sea-spanning story about pirates and booty, but is also the spiritual sequel to the *Sonic Universe* story arc "Treasure Team Tango" (available now in graphic novel) which also featured Blaze, Amy Rose, Cream and Cheese on a hunt for a Sol Emerald!

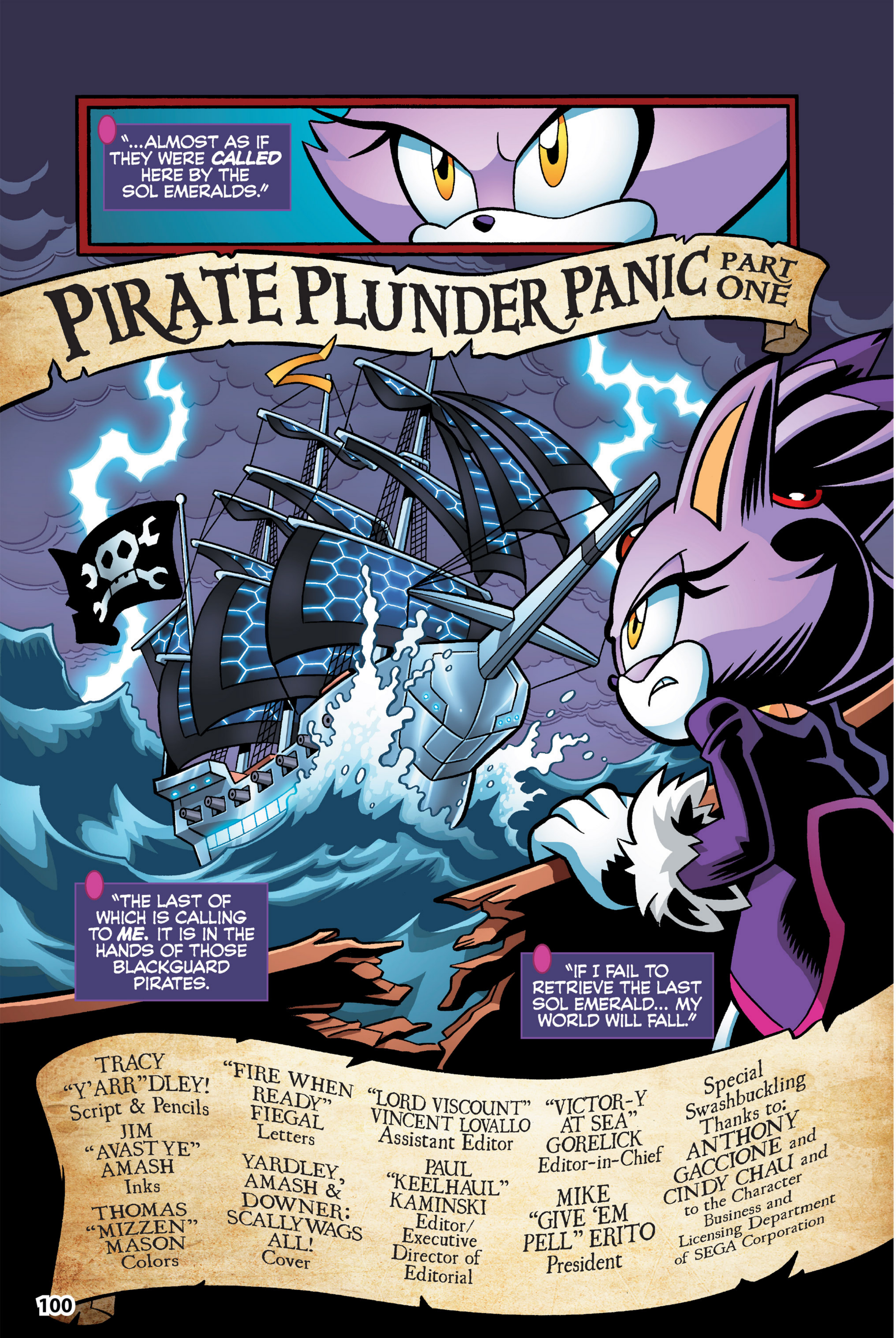


BLAZE and MARINE
AMY ROSE and CREAM
BARK and BEAN
YARDLEY!-AMASH-Steve
ARRRR you READY?

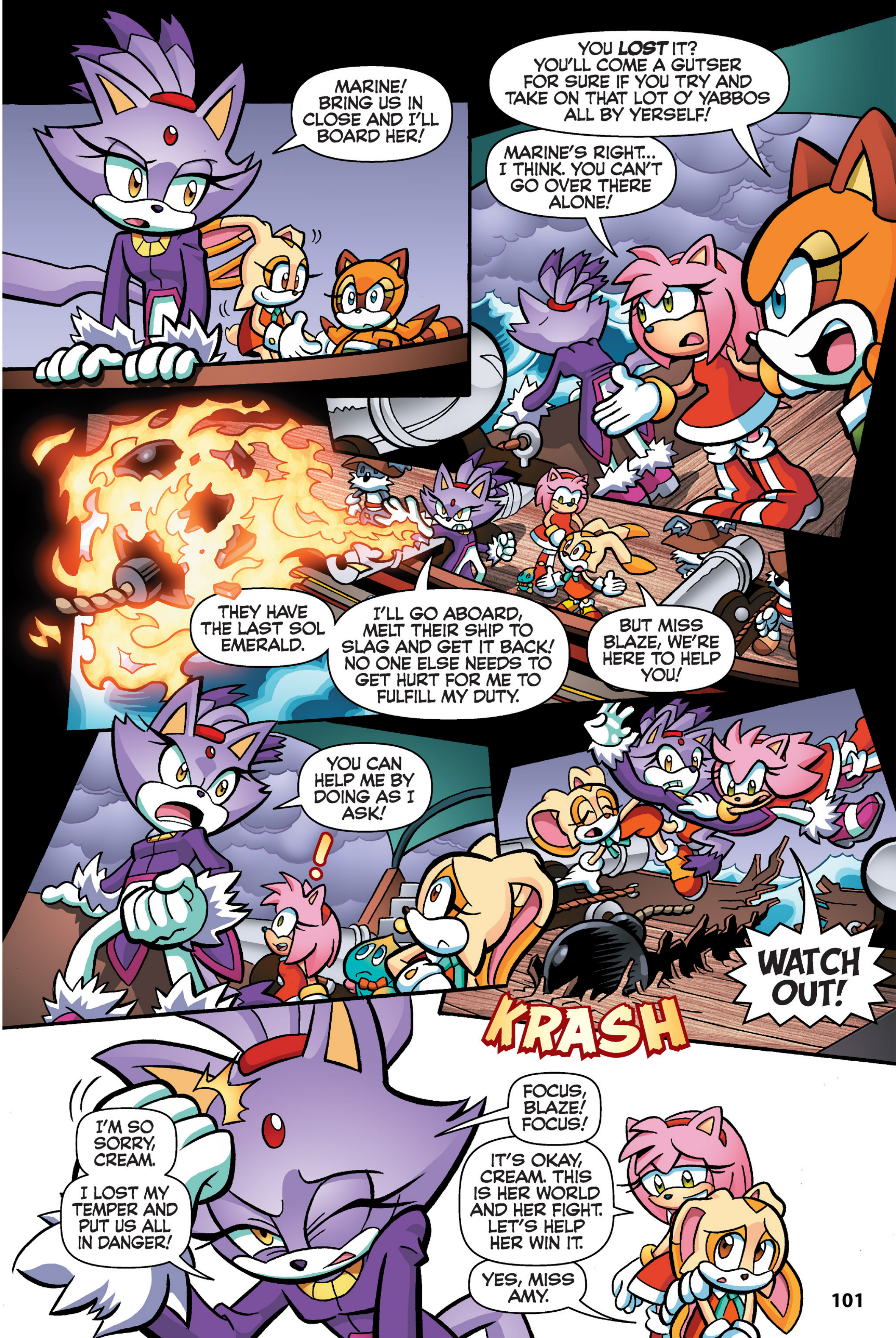

"MY NAME IS BLAZE. I AM THE GUARDIAN OF THE SOL EMERALDS.
TH-THOOM
"FOR SOME TIME NOW, THEY HAVE BEEN SCATTERED ACROSS MY WORLD.
"IT IS MY DUTY AND BURDEN TO PROTECT THEM. I HAVE SCOURED MY WORLD AND OTHERS IN MY SEARCH FOR THEM. ONLY ONE REMAINS TO BE FOUND."
MARINE THE RACCOON LOUDMOUTH CAPTAIN
C'MON, YOU BLUDGERS! SWAB YER GUNS AND RELOAD! GONNA TAKE A BIT O' YAKKA TO WHIP THESE BITZERS!
BLAZE THE CAT PYROKINETIC PRINCESS
"NOT LONG AGO HOWEVER, I WAS ABDUCTED BY EVIL FROM ANOTHER WORLD, AND FORCED TO DO THEIR BIDDING."*
STREWTH! YOU BLOKES WEREN'T WITHIN A COOEE OF HITTIN' THAT BARKY! OI! YOU TWO WANNA FAIR GO AT THE GUNS? COULDN'T DO MUCH WORSE THAN THIS PACK O' NO-HOPERS!
*CHECK OUT SONIC & MEGA MAN, "WORLDS COLLIDE" VOLUMES 1-3 FOR THE WHOLE STORY!

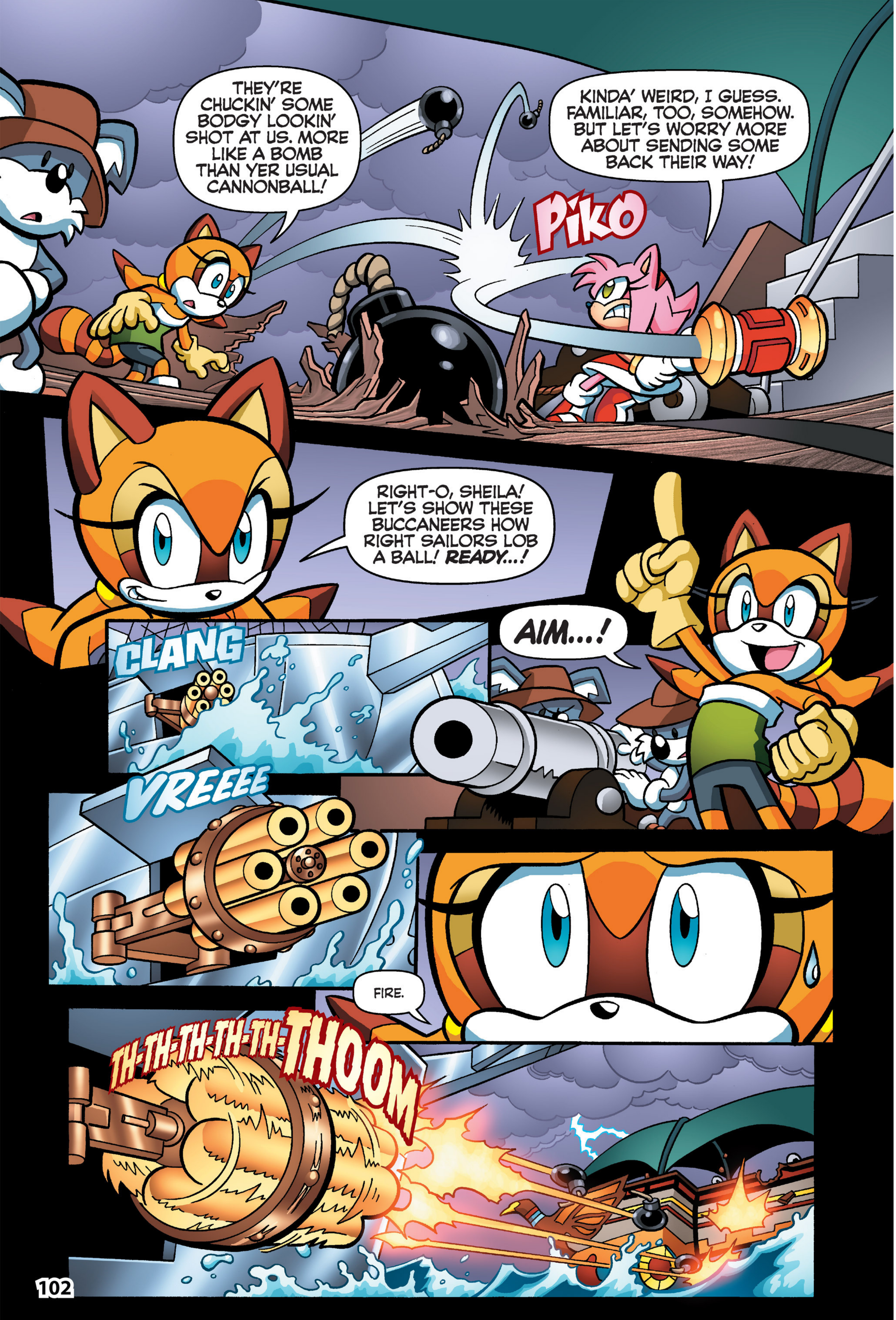

"MY FRIENDS RESCUED ME AND NOW, SOMEHOW, THREE OF THEM WERE TRANSPORTED BACK TO MY WORLD, WITH MEMORIES OF THEIR HOME WORLD IN A FOG."
PIKO
CREAM and CHEESE STOUT HEARTED FRIENDS
AMY ROSE HERO FROM ANOTHER WORLD
I'LL STICK WITH MY HAMMER FOR NOW!
CREAM, YOU SHOULD GO BELOW. THIS IS NO PLACE FOR YOU OR CHEESE RIGHT NOW.
BUT, MISS AMY! I'D BE ASHAMED TO HIDE DURING A BATTLE!
WELL, TO HIDE TOO MUCH, I MEAN!
"IN THE WEEK SINCE WE RETURNED, THEY HELPED ME TRACK DOWN THE LAST SOL EMERALD TO THIS LOCATION."
I APPRECIATE YOUR BRAVERY, CREAM. BUT PERHAPS AMY IS CORRECT.
"I'M GRATEFUL FOR MY FRIENDS' HELP, BUT THE SOL EMERALDS ARE MY BURDEN.
"I WILL NOT SEE OTHERS HURT IN HELPING ME WITH MY DUTY."
C'MON, YOU LUBBERS! AIM THOSE PIECES AND FIRE AS SHE BEARS!
"BUT I ADMIT THEIR COMPANY IS A COMFORT AND I SENSE THEY ARE MEANT TO BE HERE..."
WATCH OUT, MISS MARINE!
GOOD ON YA' MATE! YOU ROCKED UP IN THE NICK O' TIME!

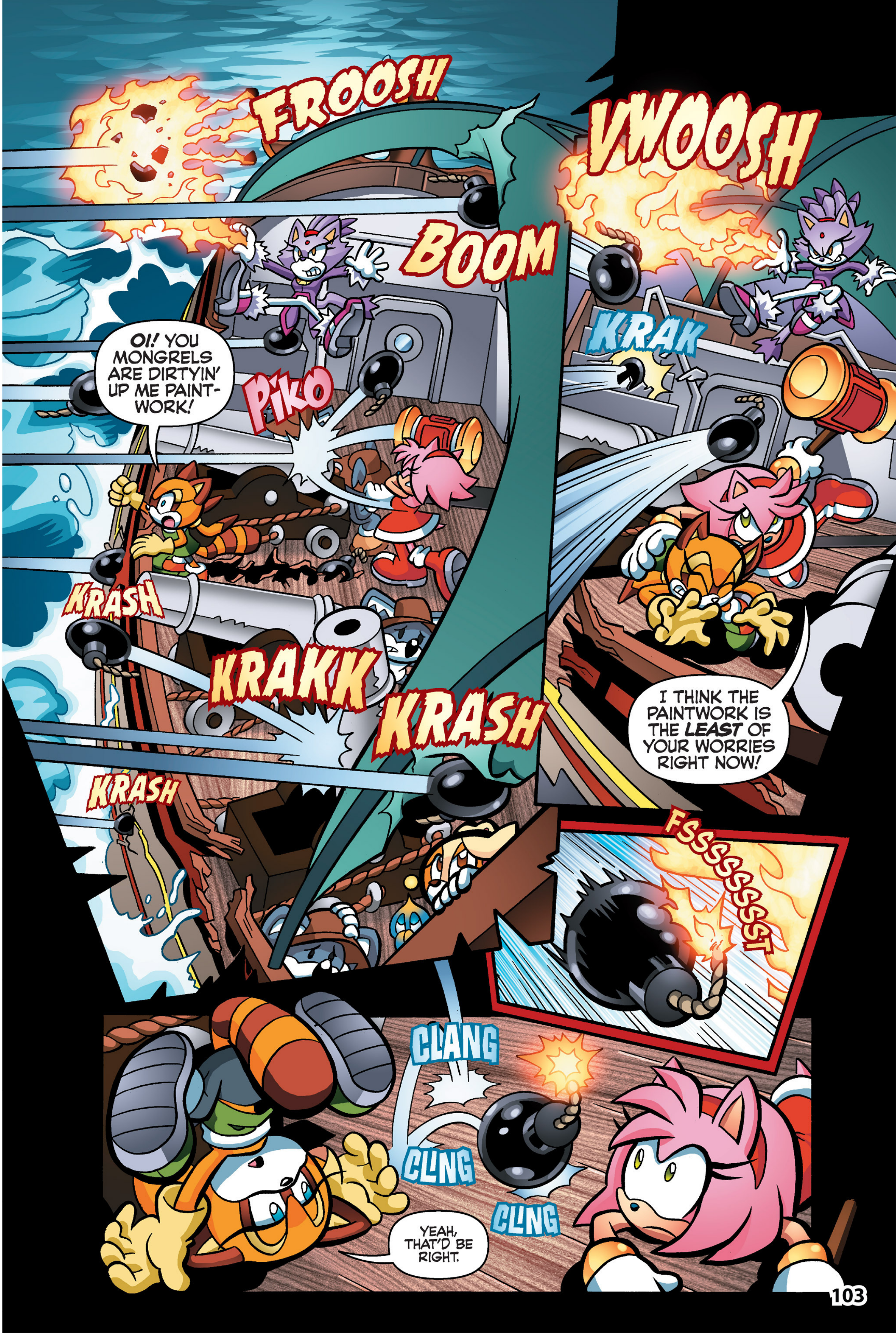
PIRATE PLUNDER PANIC PART ONE

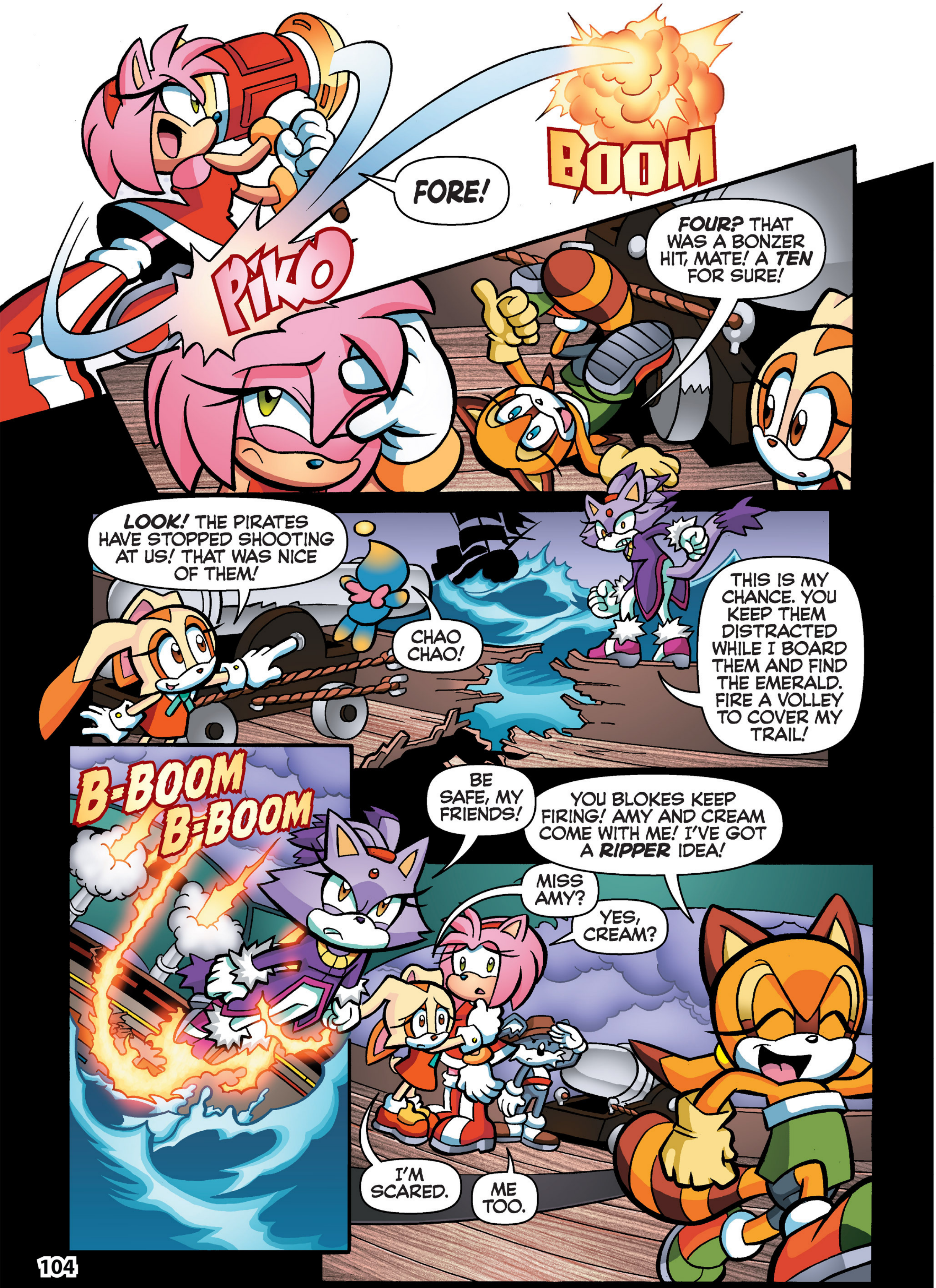

"...ALMOST AS IF THEY WERE *CALLED* HERE BY THE SOL EMERALDS."
"THE LAST OF WHICH IS CALLING TO *ME*. IT IS IN THE HANDS OF THOSE BLACKGUARD PIRATES.
"IF I FAIL TO RETRIEVE THE LAST SOL EMERALD... MY WORLD WILL FALL."

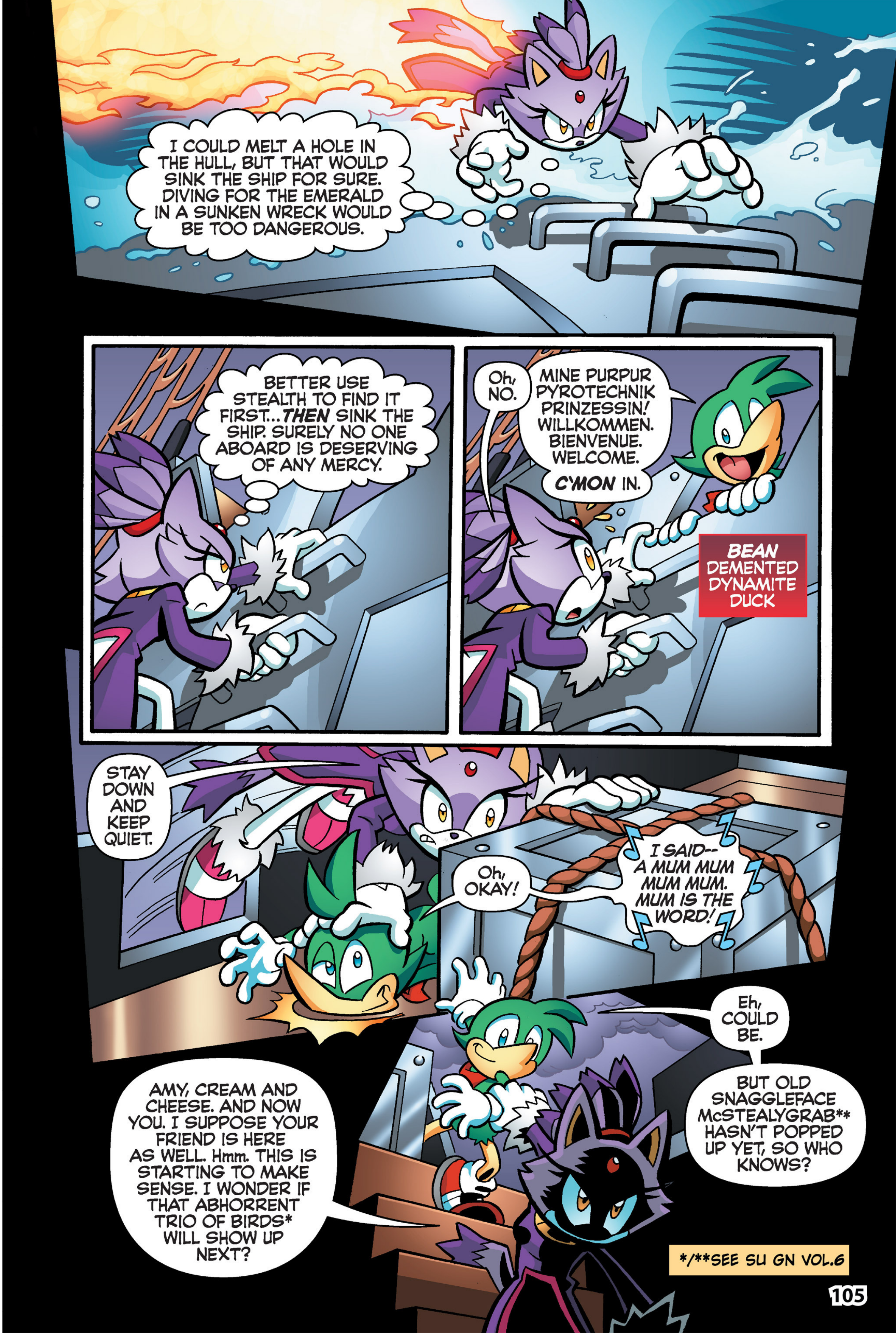
TRACY "Y'ARR"DLEY! Script & Pencils
JIM "AVAST YE" AMASH Inks
THOMAS "MIZZEN" MASON Colors
"FIRE WHEN READY" FIEGAL Letters
YARDLEY, AMASH & DOWNER: SCALLYWAGS ALL! Cover
"LORD VISCOUNT" VINCENT LOVALLO Assistant Editor
PAUL "KEELHAUL" KAMINSKI Editor/Executive Director of Editorial
"VICTOR-Y AT SEA" GORELICK Editor-in-Chief
MIKE "GIVE 'EM PELL" ERITO President
Special Swashbuckling Thanks to: ANTHONY GACCIONE and CINDY CHAU and to the Character Business and Licensing Department of SEGA Corporation

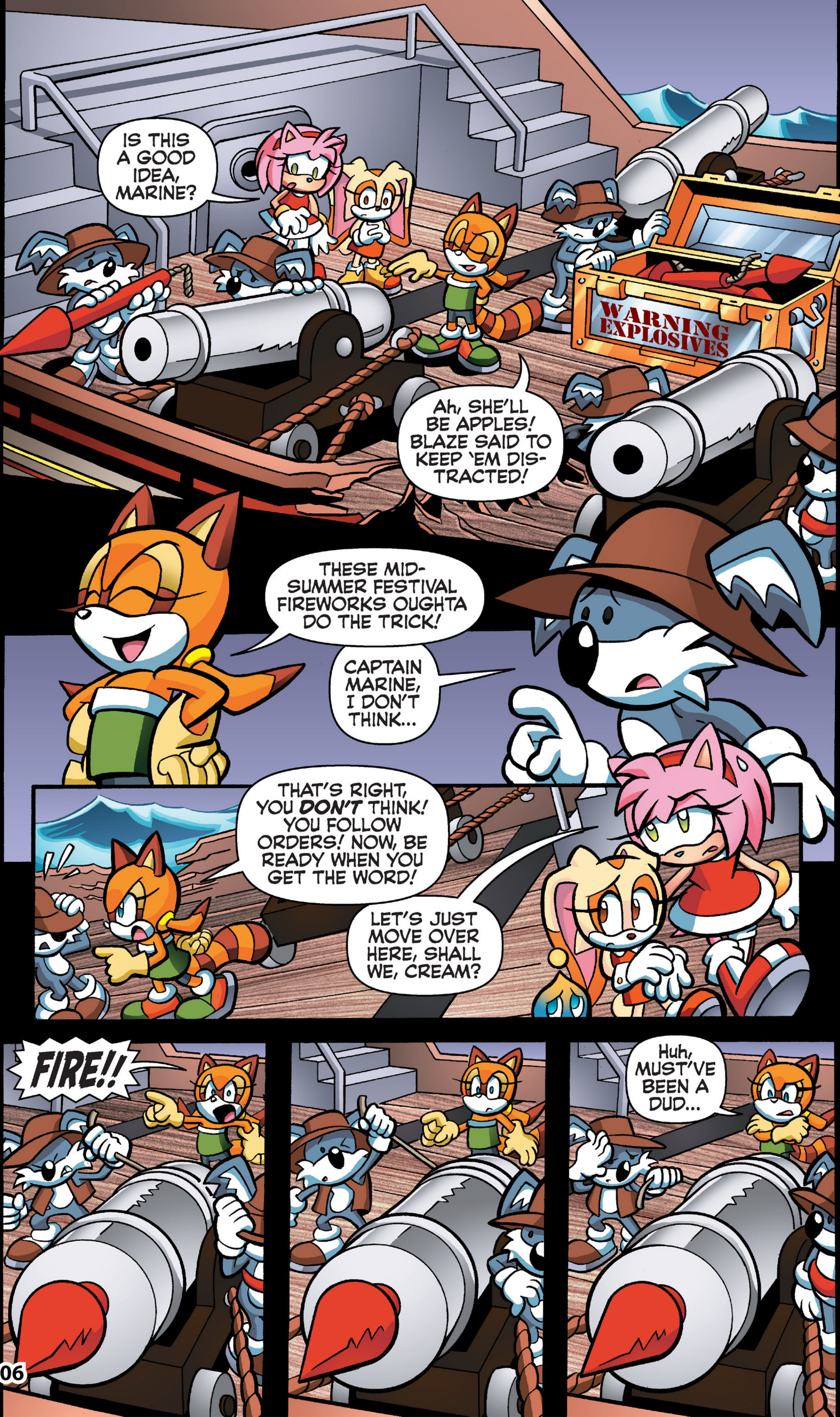

MARINE! BRING US IN CLOSE AND I'LL BOARD HER!
YOU **LOST** IT? YOU'LL COME A GUTSER FOR SURE IF YOU TRY AND TAKE ON THAT LOT O' YABBOS ALL BY YERSELF!
MARINE'S RIGHT... I THINK. YOU CAN'T GO OVER THERE ALONE!
THEY HAVE THE LAST SOL EMERALD.
I'LL GO ABOARD, MELT THEIR SHIP TO SLAG AND GET IT BACK! NO ONE ELSE NEEDS TO GET HURT FOR ME TO FULFILL MY DUTY.
BUT MISS BLAZE, WE'RE HERE TO HELP YOU!
YOU CAN HELP ME BY DOING AS I ASK!
!
WATCH OUT!
KRASH
I'M SO SORRY, CREAM.
I LOST MY TEMPER AND PUT US ALL IN DANGER!
FOCUS, BLAZE! FOCUS!
IT'S OKAY, CREAM. THIS IS HER WORLD AND HER FIGHT. LET'S HELP HER WIN IT.
YES, MISS AMY.

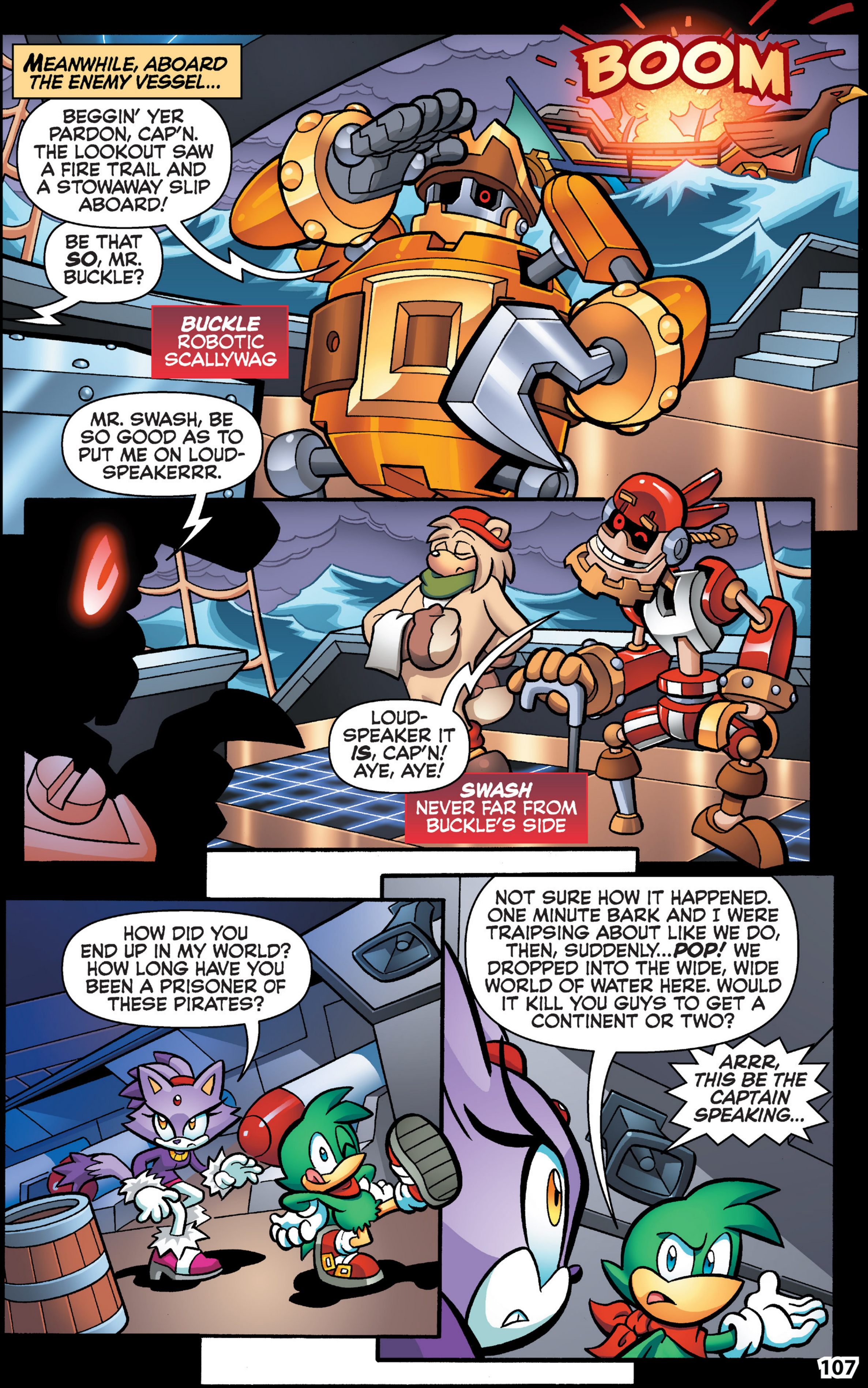

THEY'RE CHUCKIN' SOME BODGY LOOKIN' SHOT AT US. MORE LIKE A BOMB THAN YER USUAL CANNONBALL!
KINDA' WEIRD, I GUESS. FAMILIAR, TOO, SOMEHOW. BUT LET'S WORRY MORE ABOUT SENDING SOME BACK THEIR WAY!
PIKO
RIGHT-O, SHEILA! LET'S SHOW THESE BUCCANEERS HOW RIGHT SAILORS LOB A BALL! *READY...!*
CLANG
AIM...!
VREEEE
FIRE.
TH-TH-TH-TH-TH-THOOM

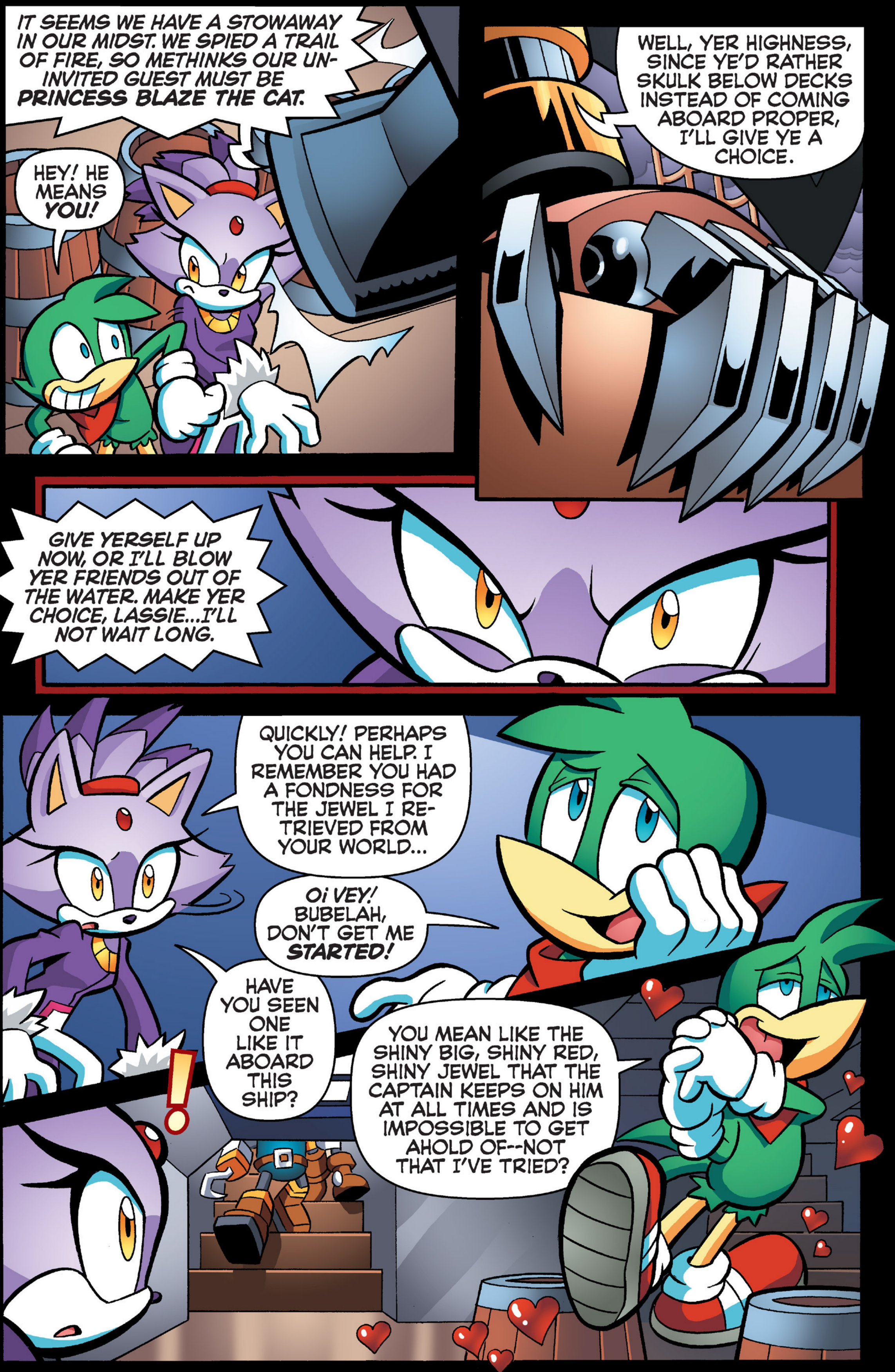

FROOSH
VWOOSH
BOOM
OI! YOU MONGRELS ARE DIRTYIN' UP ME PAINT-WORK!
PIKO
KRAK
KRASH
KRAKK
KRASH
KRASH
I THINK THE PAINTWORK IS THE *LEAST* OF YOUR WORRIES RIGHT NOW!
FSSSSSSSST
CLANG
CLING
CLING
YEAH, THAT'D BE RIGHT.

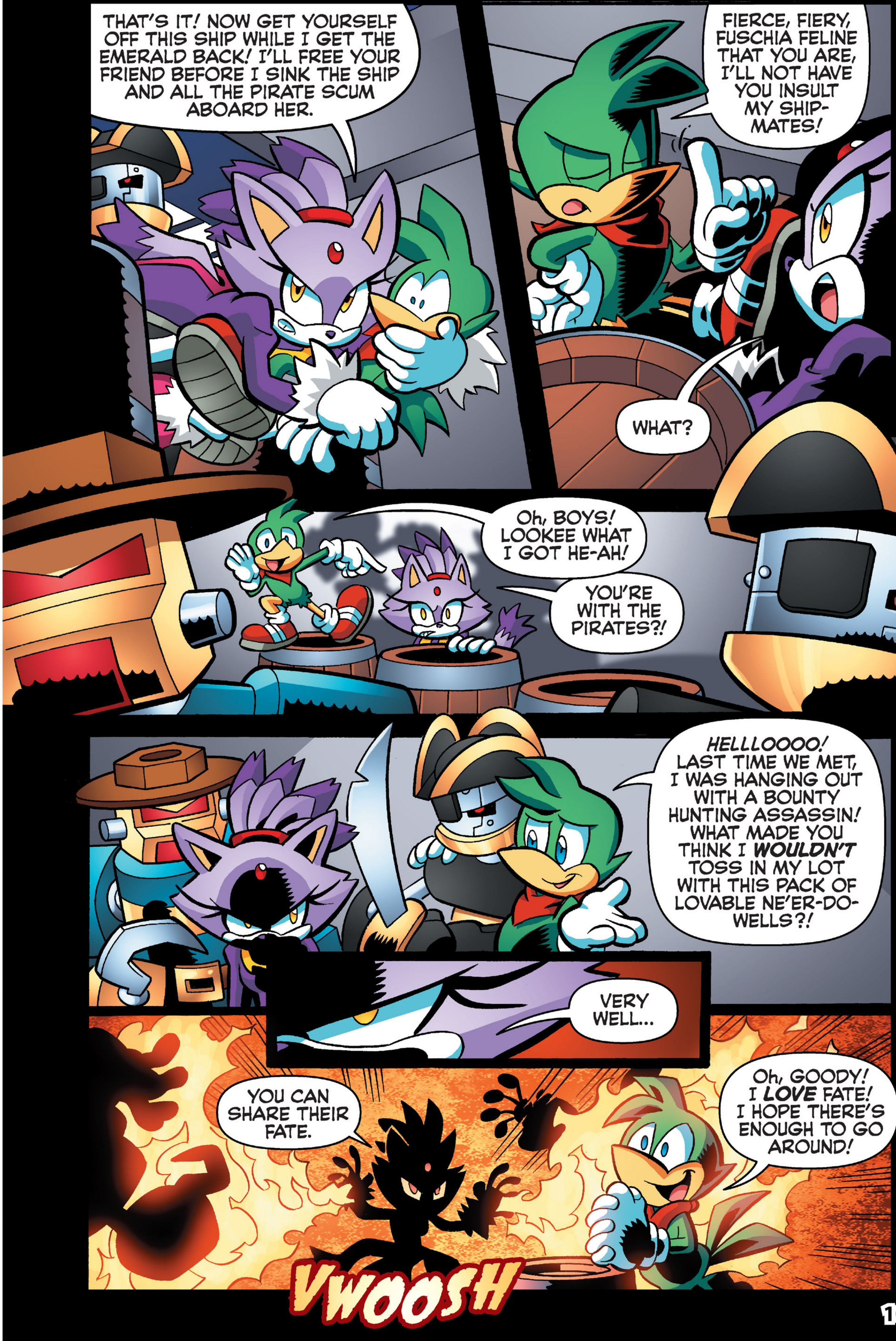

FORE!
BOOM
PIKO
FOUR? THAT WAS A BONZER HIT, MATE! A TEN FOR SURE!
LOOK! THE PIRATES HAVE STOPPED SHOOTING AT US! THAT WAS NICE OF THEM!
CHAO CHAO!
THIS IS MY CHANCE. YOU KEEP THEM DISTRACTED WHILE I BOARD THEM AND FIND THE EMERALD. FIRE A VOLLEY TO COVER MY TRAIL!
B-BOOM B-BOOM
BE SAFE, MY FRIENDS!
YOU BLOKES KEEP FIRING! AMY AND CREAM COME WITH ME! I'VE GOT A RIPPER IDEA!
MISS AMY?
YES, CREAM?
I'M SCARED.
ME TOO.

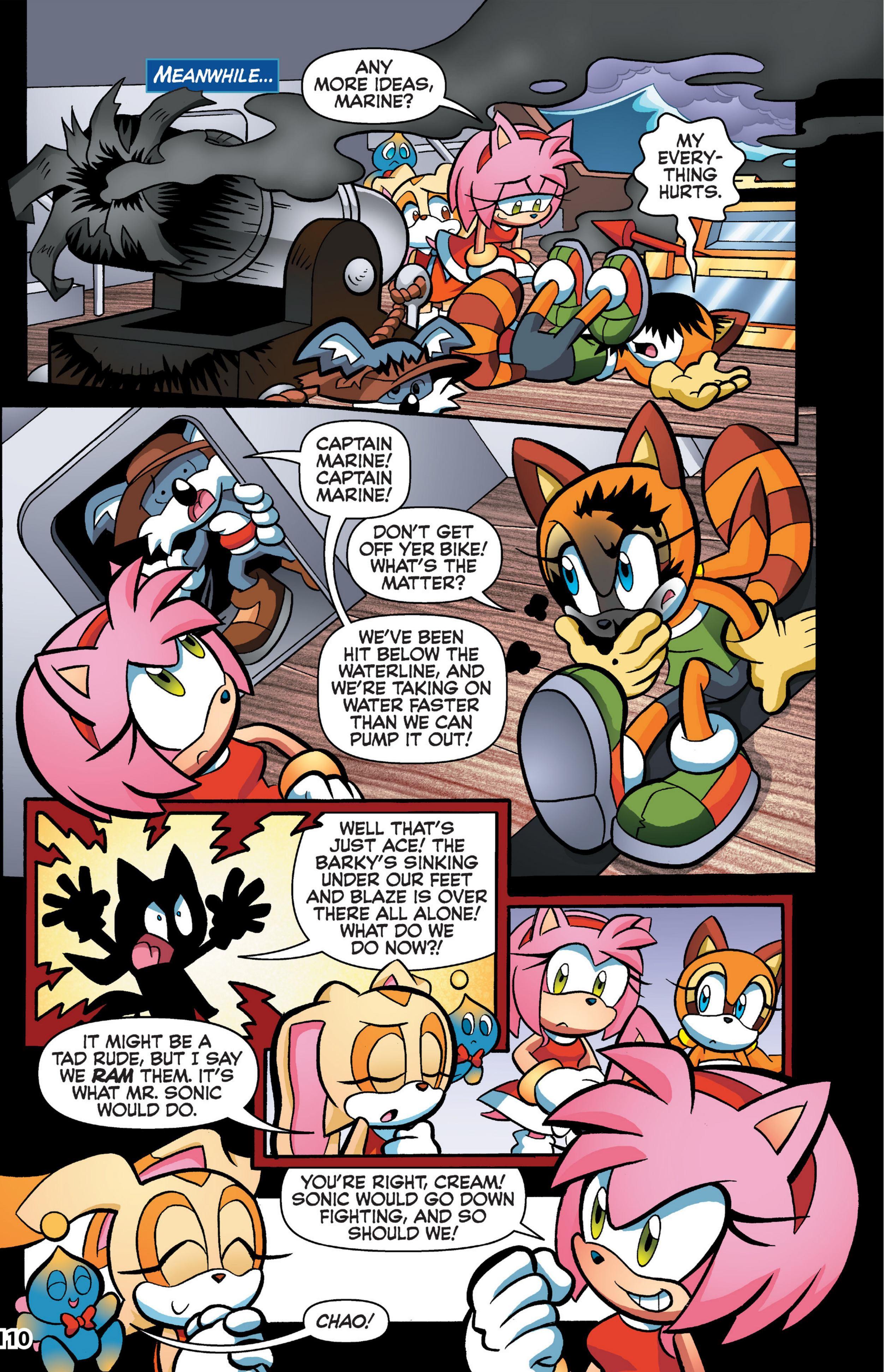

I COULD MELT A HOLE IN THE HULL, BUT THAT WOULD SINK THE SHIP FOR SURE. DIVING FOR THE EMERALD IN A SUNKEN WRECK WOULD BE TOO DANGEROUS.
BETTER USE STEALTH TO FIND IT FIRST...*THEN* SINK THE SHIP. SURELY NO ONE ABOARD IS DESERVING OF ANY MERCY.
Oh, NO.
MINE PURPUR PYROTECHNIK PRINZESSIN! WILLKOMMEN. BIENVENUE. WELCOME.
C'MON IN.
BEAN DEMENTED DYNAMITE DUCK
STAY DOWN AND KEEP QUIET.
Oh, OKAY!
I SAID-- A MUM MUM MUM MUM. MUM IS THE WORD!
AMY, CREAM AND CHEESE. AND NOW YOU. I SUPPOSE YOUR FRIEND IS HERE AS WELL. Hmm. THIS IS STARTING TO MAKE SENSE. I WONDER IF THAT ABHORRENT TRIO OF BIRDS* WILL SHOW UP NEXT?
Eh, COULD BE.
BUT OLD SNAGGLEFACE McSTEALYGRAB** HASN'T POPPED UP YET, SO WHO KNOWS?
*/**SEE SU GN VOL.6

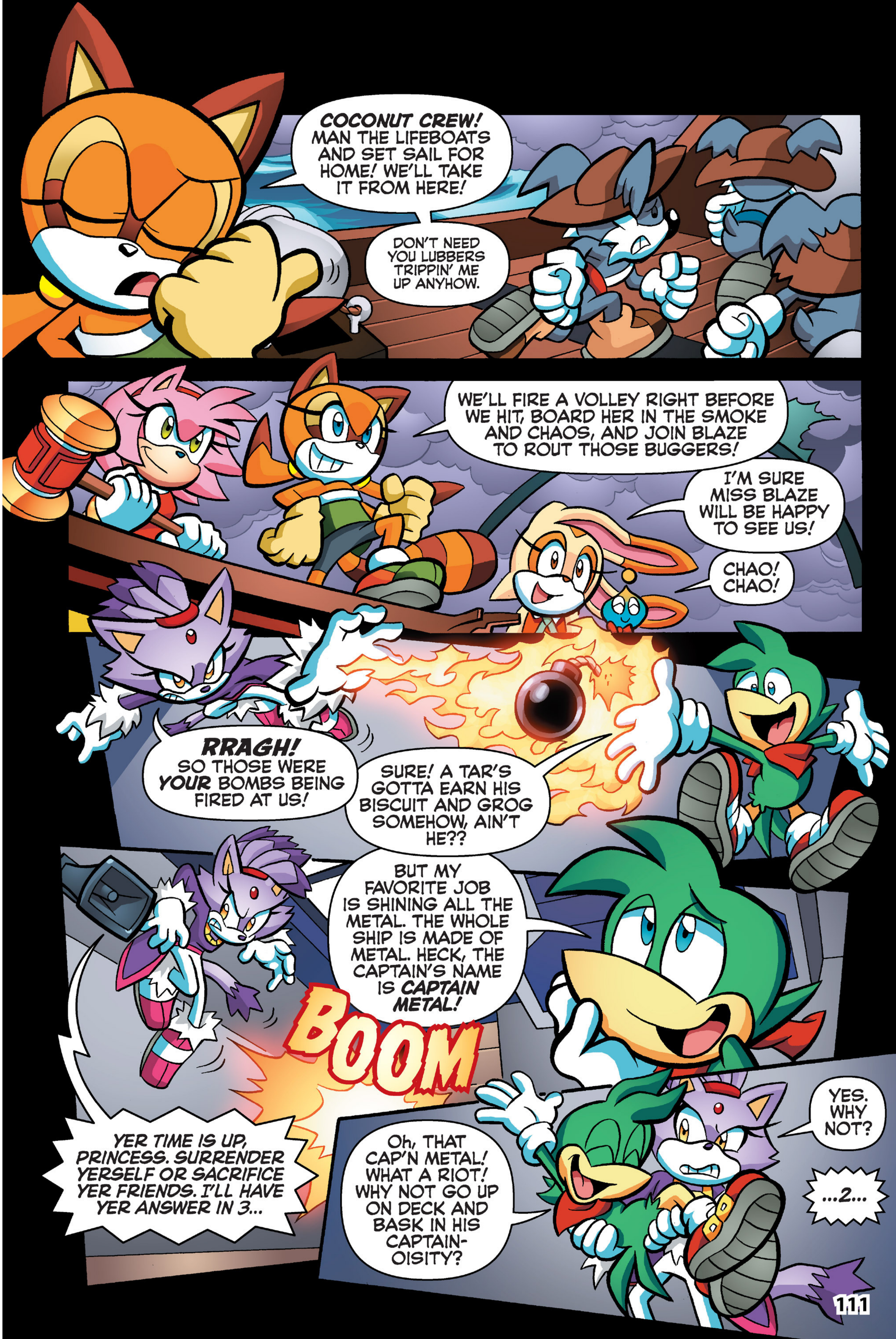

IS THIS A GOOD IDEA, MARINE?
WARNING EXPLOSIVES
Ah, SHE'LL BE APPLES! BLAZE SAID TO KEEP 'EM DISTRACTED!
THESE MID-SUMMER FESTIVAL FIREWORKS OUGHTA DO THE TRICK!
CAPTAIN MARINE, I DON'T THINK...
THAT'S RIGHT, YOU ***DON'T*** THINK! YOU FOLLOW ORDERS! NOW, BE READY WHEN YOU GET THE WORD!
LET'S JUST MOVE OVER HERE, SHALL WE, CREAM?
FIRE!!
Huh, MUST'VE BEEN A DUD...

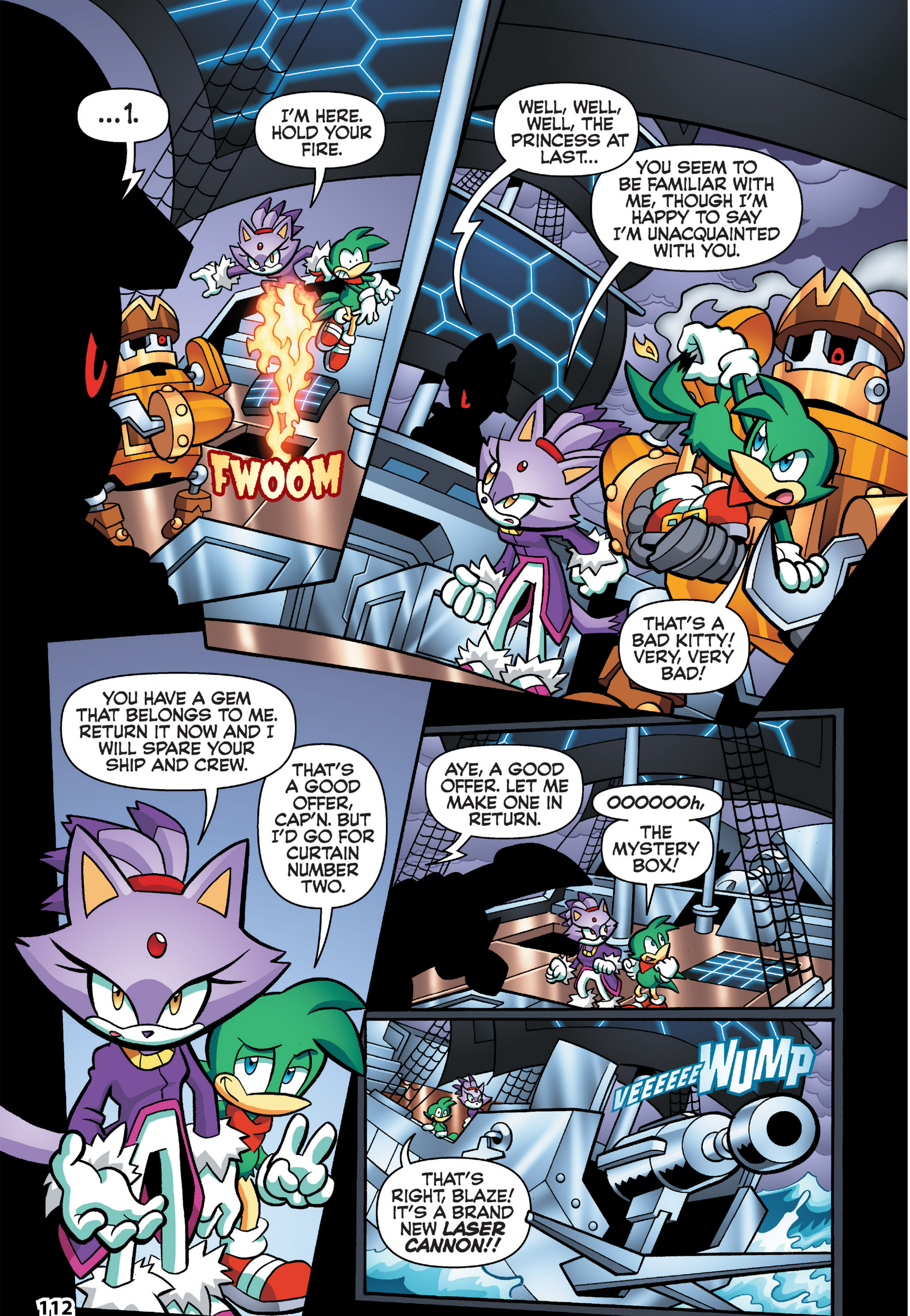

MEANWHILE, ABOARD THE ENEMY VESSEL...
BOOM
BEGGIN' YER PARDON, CAP'N. THE LOOKOUT SAW A FIRE TRAIL AND A STOWAWAY SLIP ABOARD!
BE THAT *SO*, MR. BUCKLE?
BUCKLE ROBOTIC SCALLYWAG
MR. SWASH, BE SO GOOD AS TO PUT ME ON LOUD-SPEAKERRR.
LOUD-SPEAKER IT *IS*, CAP'N! AYE, AYE!
SWASH NEVER FAR FROM BUCKLE'S SIDE
HOW DID YOU END UP IN MY WORLD? HOW LONG HAVE YOU BEEN A PRISONER OF THESE PIRATES?
NOT SURE HOW IT HAPPENED. ONE MINUTE BARK AND I WERE TRAIPSING ABOUT LIKE WE DO, THEN, SUDDENLY...*POP!* WE DROPPED INTO THE WIDE, WIDE WORLD OF WATER HERE. WOULD IT KILL YOU GUYS TO GET A CONTINENT OR TWO?
ARRR, THIS BE THE CAPTAIN SPEAKING...

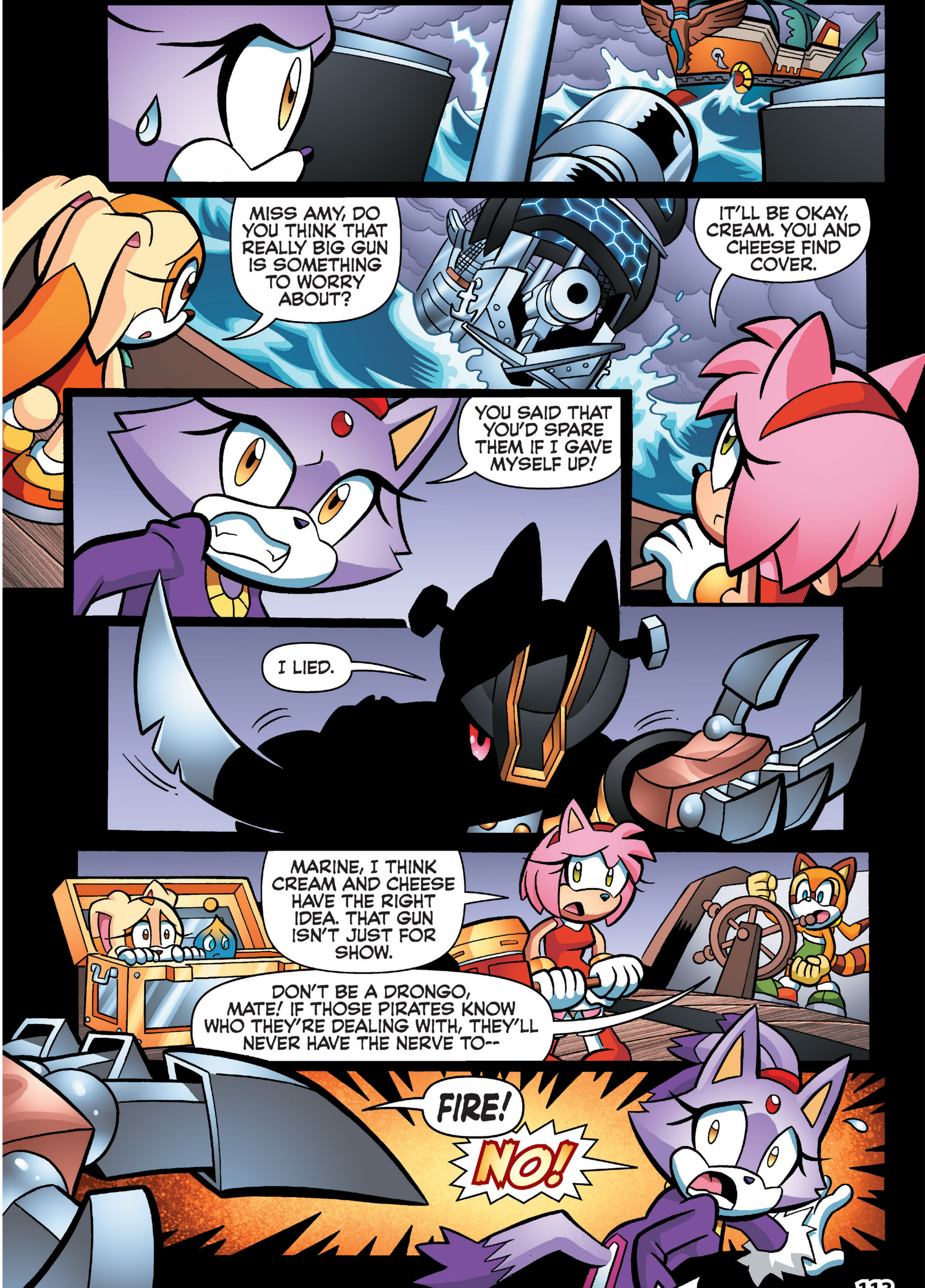

IT SEEMS WE HAVE A STOWAWAY IN OUR MIDST. WE SPIED A TRAIL OF FIRE, SO METHINKS OUR UNINVITED GUEST MUST BE PRINCESS BLAZE THE CAT.
HEY! HE MEANS YOU!
WELL, YER HIGHNESS, SINCE YE'D RATHER SKULK BELOW DECKS INSTEAD OF COMING ABOARD PROPER, I'LL GIVE YE A CHOICE.
GIVE YERSELF UP NOW, OR I'LL BLOW YER FRIENDS OUT OF THE WATER. MAKE YER CHOICE, LASSIE...I'LL NOT WAIT LONG.
QUICKLY! PERHAPS YOU CAN HELP. I REMEMBER YOU HAD A FONDNESS FOR THE JEWEL I RETRIEVED FROM YOUR WORLD...
Oi VEY! BUBELAH, DON'T GET ME STARTED!
HAVE YOU SEEN ONE LIKE IT ABOARD THIS SHIP?
YOU MEAN LIKE THE SHINY BIG, SHINY RED, SHINY JEWEL THAT THE CAPTAIN KEEPS ON HIM AT ALL TIMES AND IS IMPOSSIBLE TO GET AHOLD OF--NOT THAT I'VE TRIED?
!

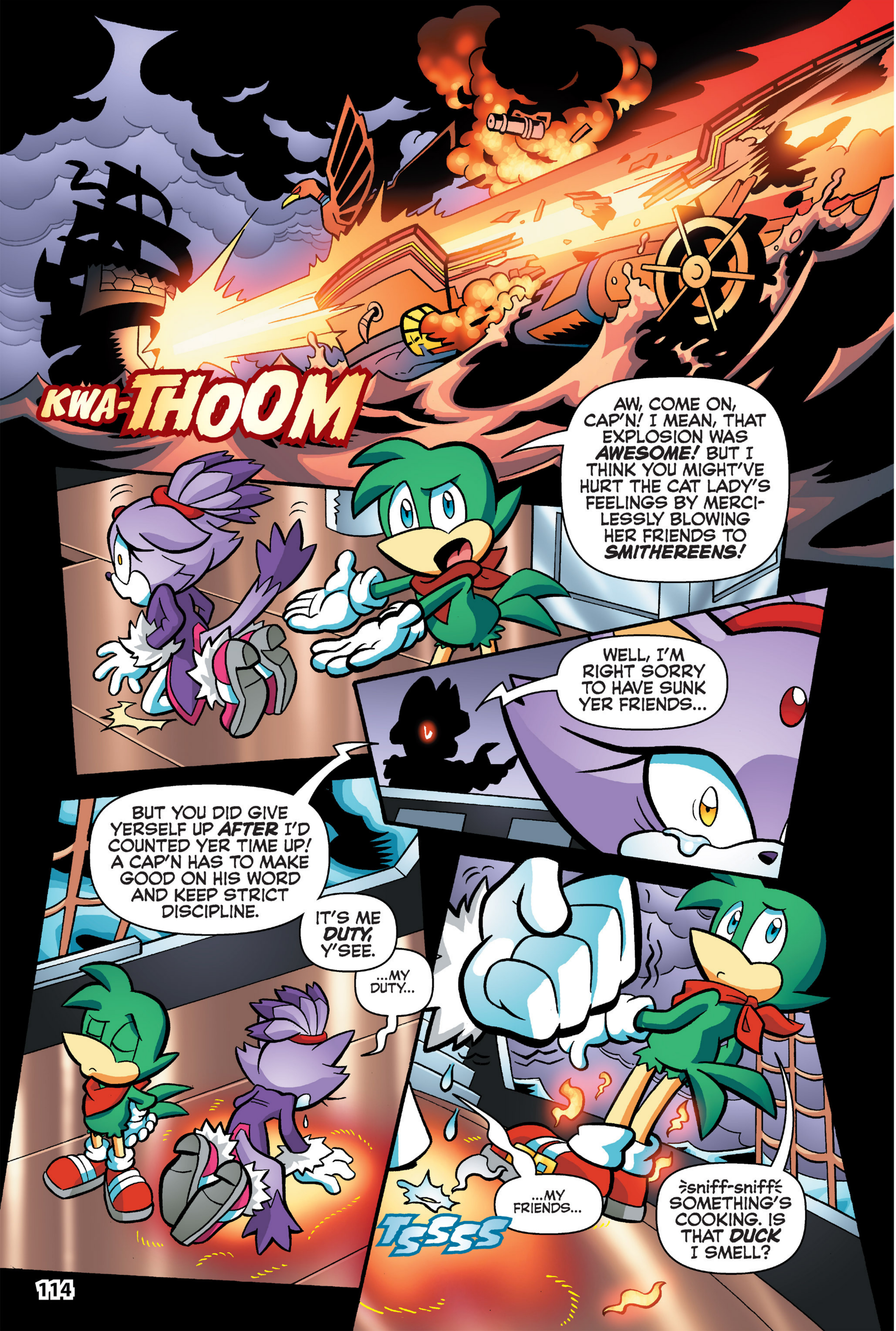

THAT'S IT! NOW GET YOURSELF OFF THIS SHIP WHILE I GET THE EMERALD BACK! I'LL FREE YOUR FRIEND BEFORE I SINK THE SHIP AND ALL THE PIRATE SCUM ABOARD HER.
FIERCE, FIERY, FUSCHIA FELINE THAT YOU ARE, I'LL NOT HAVE YOU INSULT MY SHIP-MATES!
WHAT?
Oh, BOYS! LOOKEE WHAT I GOT HE-AH!
YOU'RE WITH THE PIRATES?!
HELLLOOOO! LAST TIME WE MET, I WAS HANGING OUT WITH A BOUNTY HUNTING ASSASSIN! WHAT MADE YOU THINK I WOULDN'T TOSS IN MY LOT WITH THIS PACK OF LOVABLE NE'ER-DO-WELLS?!
VERY WELL...
YOU CAN SHARE THEIR FATE.
Oh, GOODY! I LOVE FATE! I HOPE THERE'S ENOUGH TO GO AROUND!
VWOOSH

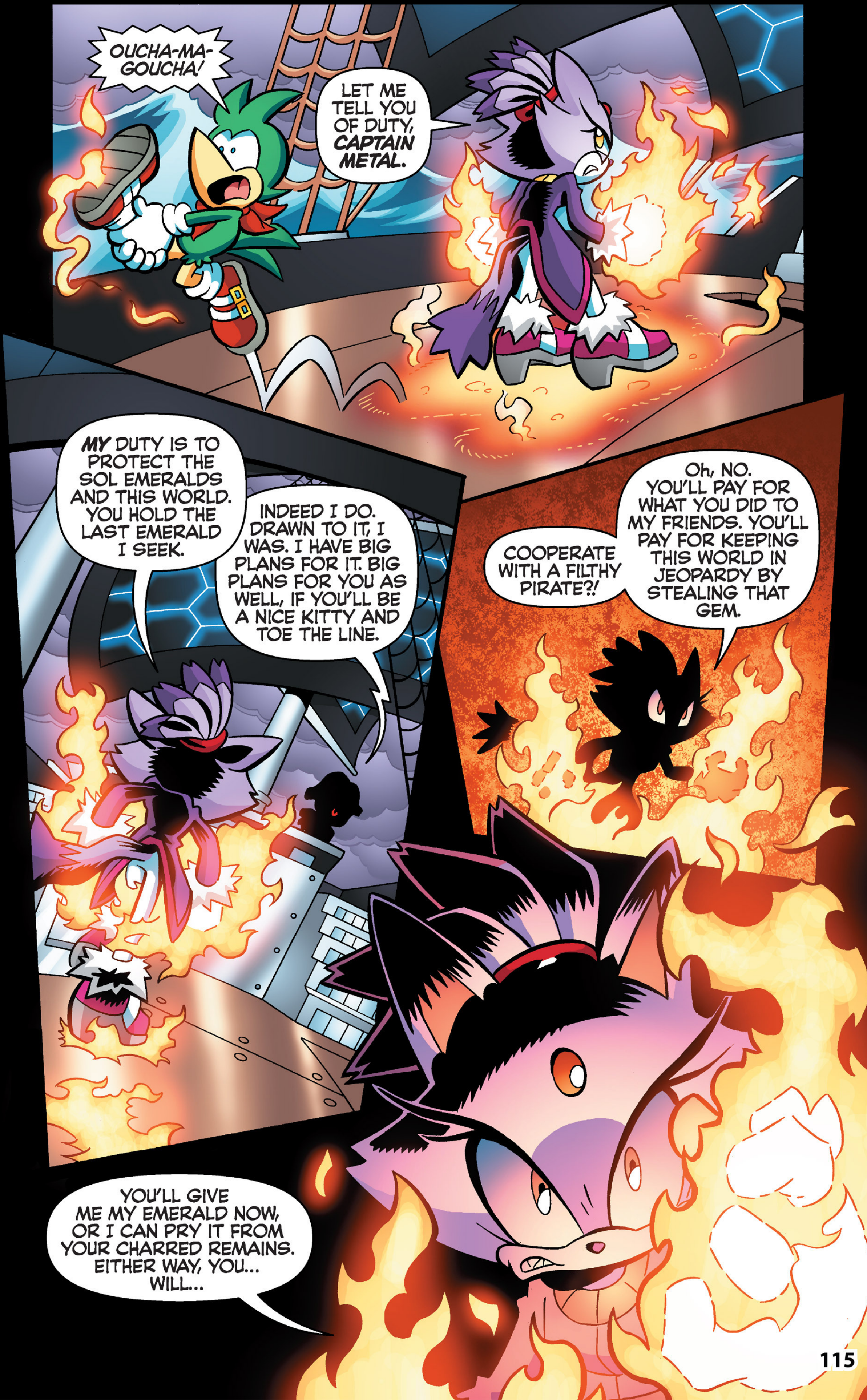

MEANWHILE...
ANY MORE IDEAS, MARINE?
MY EVERYTHING HURTS.
CAPTAIN MARINE! CAPTAIN MARINE!
DON'T GET OFF YER BIKE! WHAT'S THE MATTER?
WE'VE BEEN HIT BELOW THE WATERLINE, AND WE'RE TAKING ON WATER FASTER THAN WE CAN PUMP IT OUT!
WELL THAT'S JUST ACE! THE BARKY'S SINKING UNDER OUR FEET AND BLAZE IS OVER THERE ALL ALONE! WHAT DO WE DO NOW?!
IT MIGHT BE A TAD RUDE, BUT I SAY WE *RAM* THEM. IT'S WHAT MR. SONIC WOULD DO.
YOU'RE RIGHT, CREAM! SONIC WOULD GO DOWN FIGHTING, AND SO SHOULD WE!
CHAO!

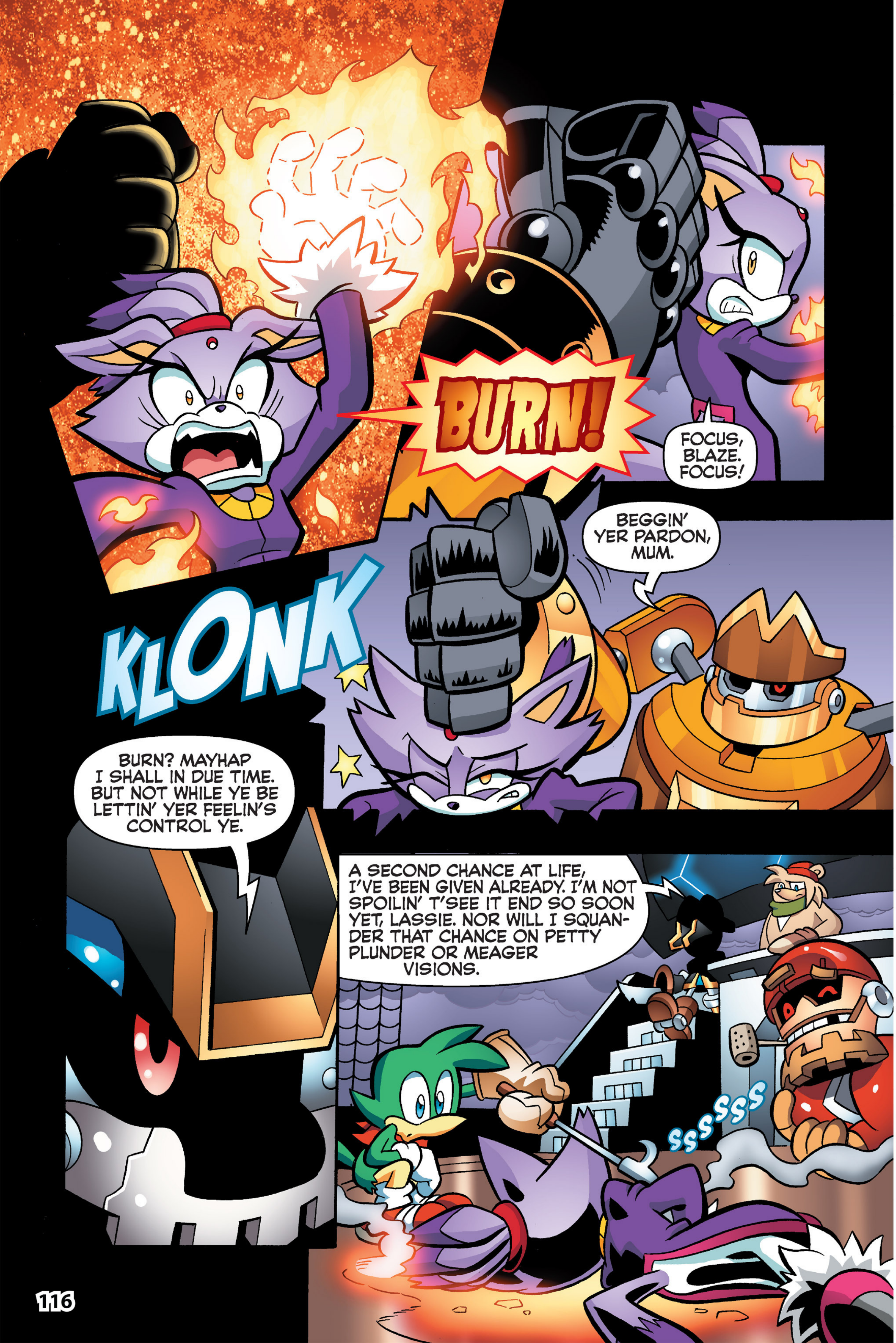

COCONUT CREW! MAN THE LIFEBOATS AND SET SAIL FOR HOME! WE'LL TAKE IT FROM HERE!
DON'T NEED YOU LUBBERS TRIPPIN' ME UP ANYHOW.
WE'LL FIRE A VOLLEY RIGHT BEFORE WE HIT, BOARD HER IN THE SMOKE AND CHAOS, AND JOIN BLAZE TO ROUT THOSE BUGGERS!
I'M SURE MISS BLAZE WILL BE HAPPY TO SEE US!
CHAO! CHAO!
RRAGH! SO THOSE WERE **YOUR** BOMBS BEING FIRED AT US!
SURE! A TAR'S GOTTA EARN HIS BISCUIT AND GROG SOMEHOW, AIN'T HE??
BUT MY FAVORITE JOB IS SHINING ALL THE METAL. THE WHOLE SHIP IS MADE OF METAL. HECK, THE CAPTAIN'S NAME IS **CAPTAIN METAL!**
BOOM
YER TIME IS UP, PRINCESS. SURRENDER YERSELF OR SACRIFICE YER FRIENDS. I'LL HAVE YER ANSWER IN 3...
Oh, THAT CAP'N METAL! WHAT A RIOT! WHY NOT GO UP ON DECK AND BASK IN HIS CAPTAIN-OISITY?
YES. WHY NOT?
...2...

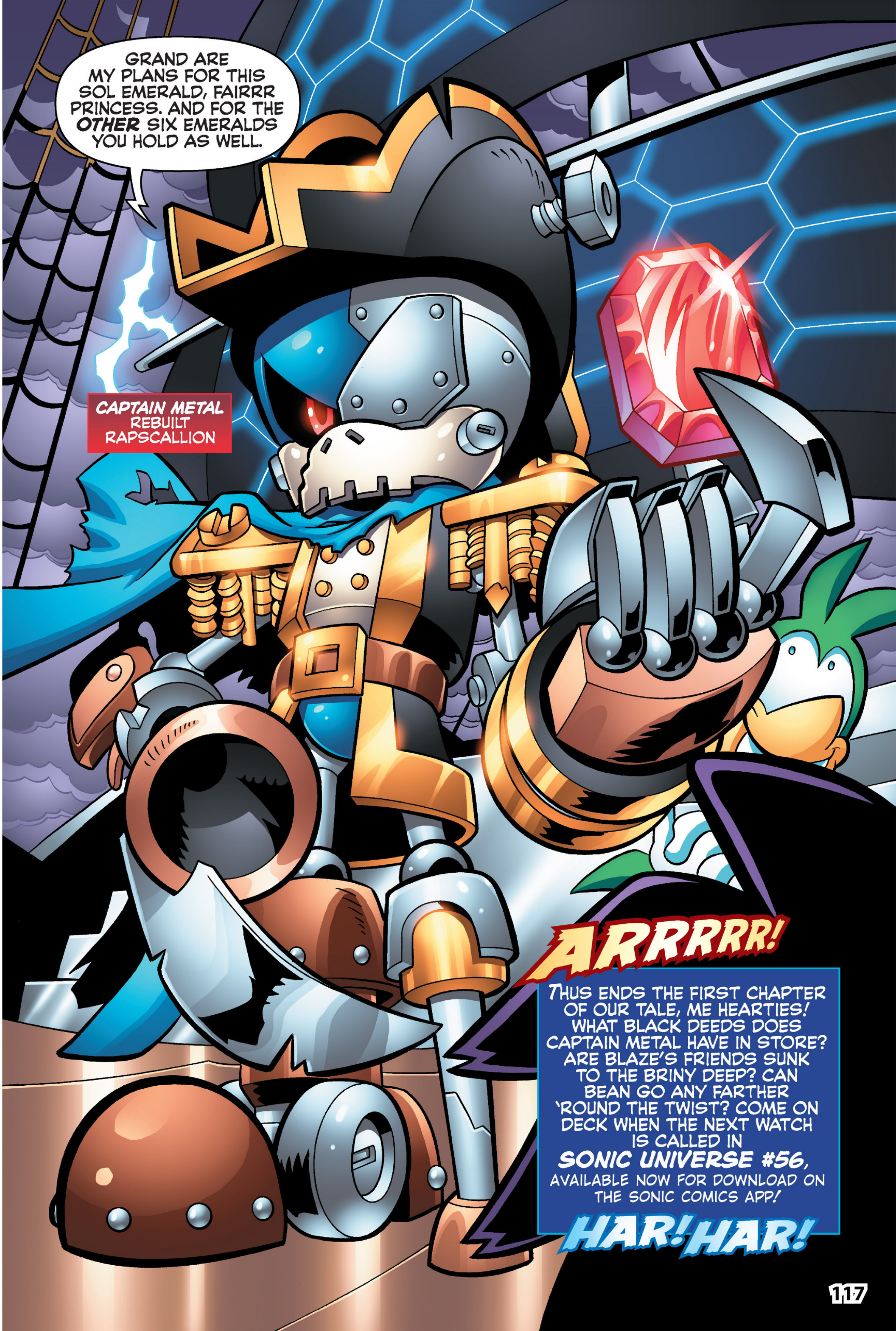

...1.
I'M HERE. HOLD YOUR FIRE.
FWOOM
WELL, WELL, WELL, THE PRINCESS AT LAST...
YOU SEEM TO BE FAMILIAR WITH ME, THOUGH I'M HAPPY TO SAY I'M UNACQUAINTED WITH YOU.
THAT'S A BAD KITTY! VERY, VERY BAD!
YOU HAVE A GEM THAT BELONGS TO ME. RETURN IT NOW AND I WILL SPARE YOUR SHIP AND CREW.
THAT'S A GOOD OFFER, CAP'N. BUT I'D GO FOR CURTAIN NUMBER TWO.
AYE, A GOOD OFFER. LET ME MAKE ONE IN RETURN.
OOOOOOh,
THE MYSTERY BOX!
VEEEEEEWUMP
THAT'S RIGHT, BLAZE! IT'S A BRAND NEW *LASER CANNON!!*


MISS AMY, DO YOU THINK THAT REALLY BIG GUN IS SOMETHING TO WORRY ABOUT?
IT'LL BE OKAY, CREAM. YOU AND CHEESE FIND COVER.
YOU SAID THAT YOU'D SPARE THEM IF I GAVE MYSELF UP!
I LIED.
MARINE, I THINK CREAM AND CHEESE HAVE THE RIGHT IDEA. THAT GUN ISN'T JUST FOR SHOW.
DON'T BE A DRONGO, MATE! IF THOSE PIRATES KNOW WHO THEY'RE DEALING WITH, THEY'LL NEVER HAVE THE NERVE TO--
FIRE!
NO!


KWA-THOOM
AW, COME ON, CAP'N! I MEAN, THAT EXPLOSION WAS AWESOME! BUT I THINK YOU MIGHT'VE HURT THE CAT LADY'S FEELINGS BY MERCILESSLY BLOWING HER FRIENDS TO SMITHEREENS!
WELL, I'M RIGHT SORRY TO HAVE SUNK YER FRIENDS...
BUT YOU DID GIVE YERSELF UP AFTER I'D COUNTED YER TIME UP! A CAP'N HAS TO MAKE GOOD ON HIS WORD AND KEEP STRICT DISCIPLINE.
IT'S ME DUTY, Y'SEE.
...MY DUTY...
...MY FRIENDS...
TSSSS
sniff-sniff SOMETHING'S COOKING. IS THAT DUCK I SMELL?


OUCHA-MA-GOUCHA!
LET ME TELL YOU OF DUTY, CAPTAIN METAL.
MY DUTY IS TO PROTECT THE SOL EMERALDS AND THIS WORLD. YOU HOLD THE LAST EMERALD I SEEK.
INDEED I DO. DRAWN TO IT, I WAS. I HAVE BIG PLANS FOR IT. BIG PLANS FOR YOU AS WELL, IF YOU'LL BE A NICE KITTY AND TOE THE LINE.
COOPERATE WITH A FILTHY PIRATE?!
Oh, NO. YOU'LL PAY FOR WHAT YOU DID TO MY FRIENDS. YOU'LL PAY FOR KEEPING THIS WORLD IN JEOPARDY BY STEALING THAT GEM.
YOU'LL GIVE ME MY EMERALD NOW, OR I CAN PRY IT FROM YOUR CHARRED REMAINS. EITHER WAY, YOU... WILL...


BURN!
FOCUS, BLAZE. FOCUS!
BEGGIN' YER PARDON, MUM.
KLONK
BURN? MAYHAP I SHALL IN DUE TIME. BUT NOT WHILE YE BE LETTIN' YER FEELIN'S CONTROL YE.
A SECOND CHANCE AT LIFE, I'VE BEEN GIVEN ALREADY. I'M NOT SPOILIN' T'SEE IT END SO SOON YET, LASSIE. NOR WILL I SQUANDER THAT CHANCE ON PETTY PLUNDER OR MEAGER VISIONS.
SSSSSS


GRAND ARE MY PLANS FOR THIS SOL EMERALD, FAIRRR PRINCESS. AND FOR THE *OTHER* SIX EMERALDS YOU HOLD AS WELL.
CAPTAIN METAL
REBUILT RAPSCALLION
ARRRRRR!
THUS ENDS THE FIRST CHAPTER OF OUR TALE, ME HEARTIES! WHAT BLACK DEEDS DOES CAPTAIN METAL HAVE IN STORE? ARE BLAZE'S FRIENDS SUNK TO THE BRINY DEEP? CAN BEAN GO ANY FARTHER 'ROUND THE TWIST? COME ON DECK WHEN THE NEXT WATCH IS CALLED IN **SONIC UNIVERSE #56**, AVAILABLE NOW FOR DOWNLOAD ON THE SONIC COMICS APP!
HAR! HAR!

SONIC SUPER SPECIAL GRAPHIC NOVEL PREVIEW:

LET THE GAMES BEGIN!

PREVIOUSLY...

SONIC THE HEDGEHOG RACED INTO THE WORLD IN **VIDEO GAMES** FIRST, AND HIS DIGITAL BIRTHRIGHT STILL HOLDS TRUE TODAY! MANY OF SONIC'S GAME **ADVENTURES** HAVE FOLLOWED HIM ONTO THE PRINTED PAGE!

ENTER NOW THE **SPECIAL** COMIC ADAPTATION OF **SONIC RUSH ADVENTURE**, WHERE SONIC AND TAILS FIND THEMSELVES DRAWN INTO **A WHOLE NEW WORLD!**

DID YOU KNOW...

So far, the characters Marine, Captain Whisker and Johnny's only appearance in the Sonic video games was from the 2007 Nintendo DS game *Sonic Rush Adventure*. Captain Whisker and Johnny also appear in the *Sonic Universe* story arc "Pirate Plunder Panic"!

9 SONIC SELECT
!@!*!?
SONIC™ SELECT
BOOK NINE
9
THE GAMES
SPAZ
GAME GUIDE
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HERNANDEZ • PEPPERS • AMASH
AND MANY MORE!
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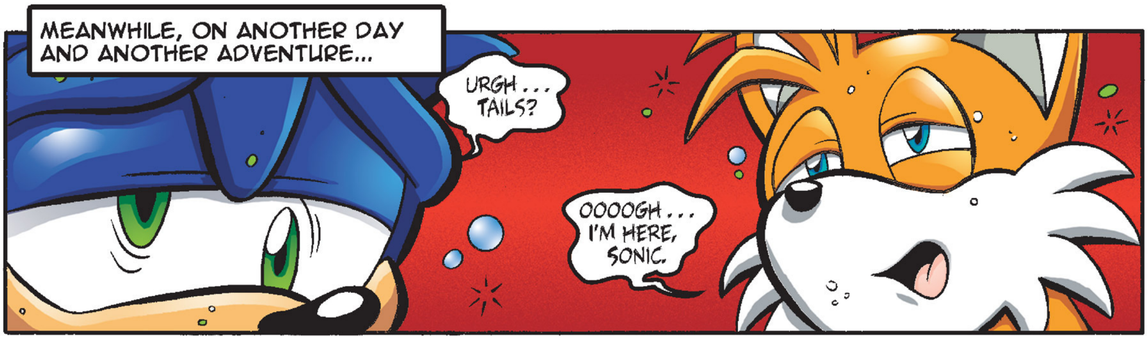
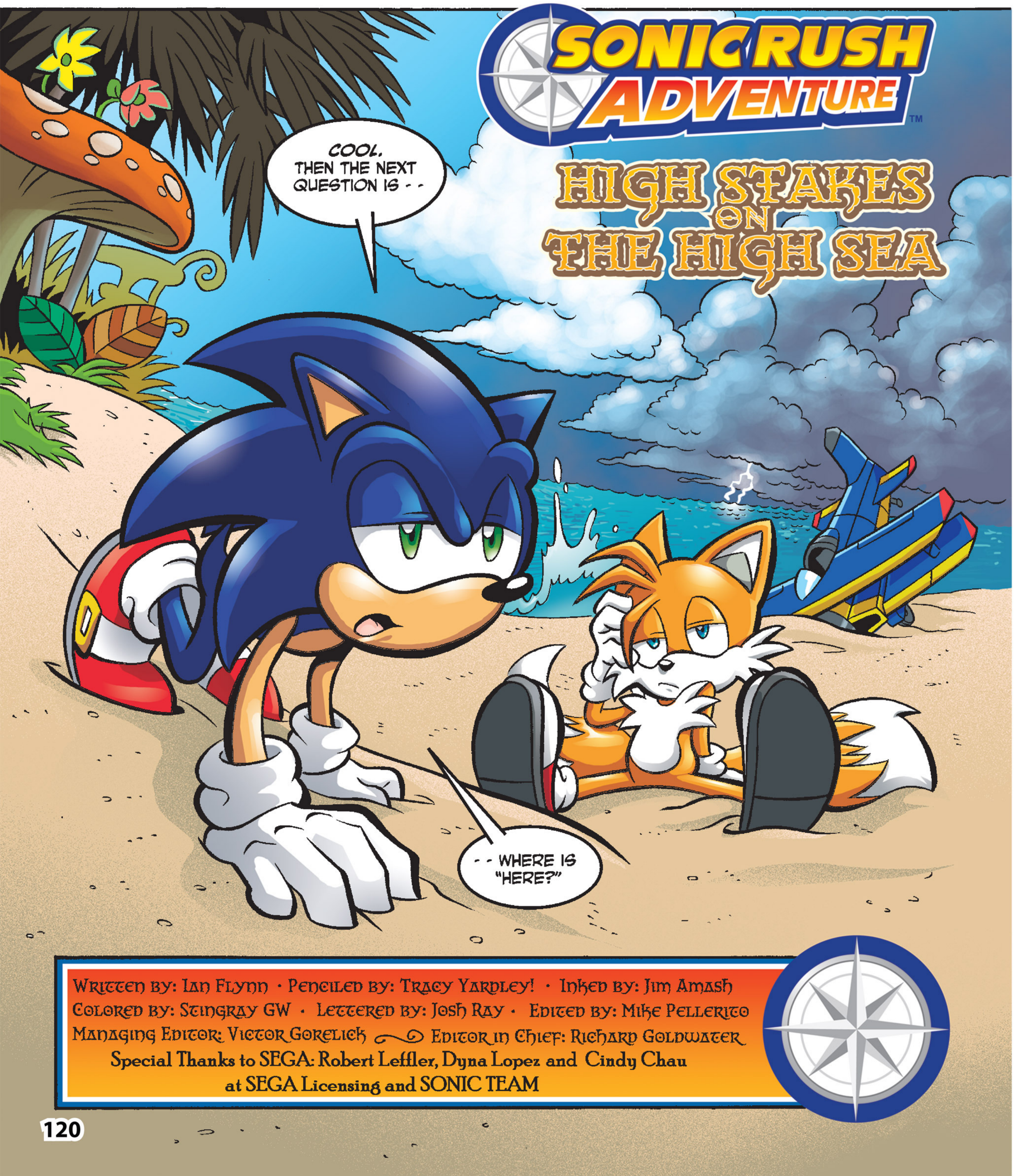

MEANWHILE, ON ANOTHER DAY AND ANOTHER ADVENTURE...
URGH . . . TAILS?
OOOOGH . . . I'M HERE, SONIC.


SONIC RUSH ADVENTURE™
COOL. THEN THE NEXT QUESTION IS - -
- - WHERE IS "HERE?"

HIGH STAKES ON THE HIGH SEA

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Colored by: Stingray GW • Lettered by: Josh Ray • Edited by: Mike Pellerito
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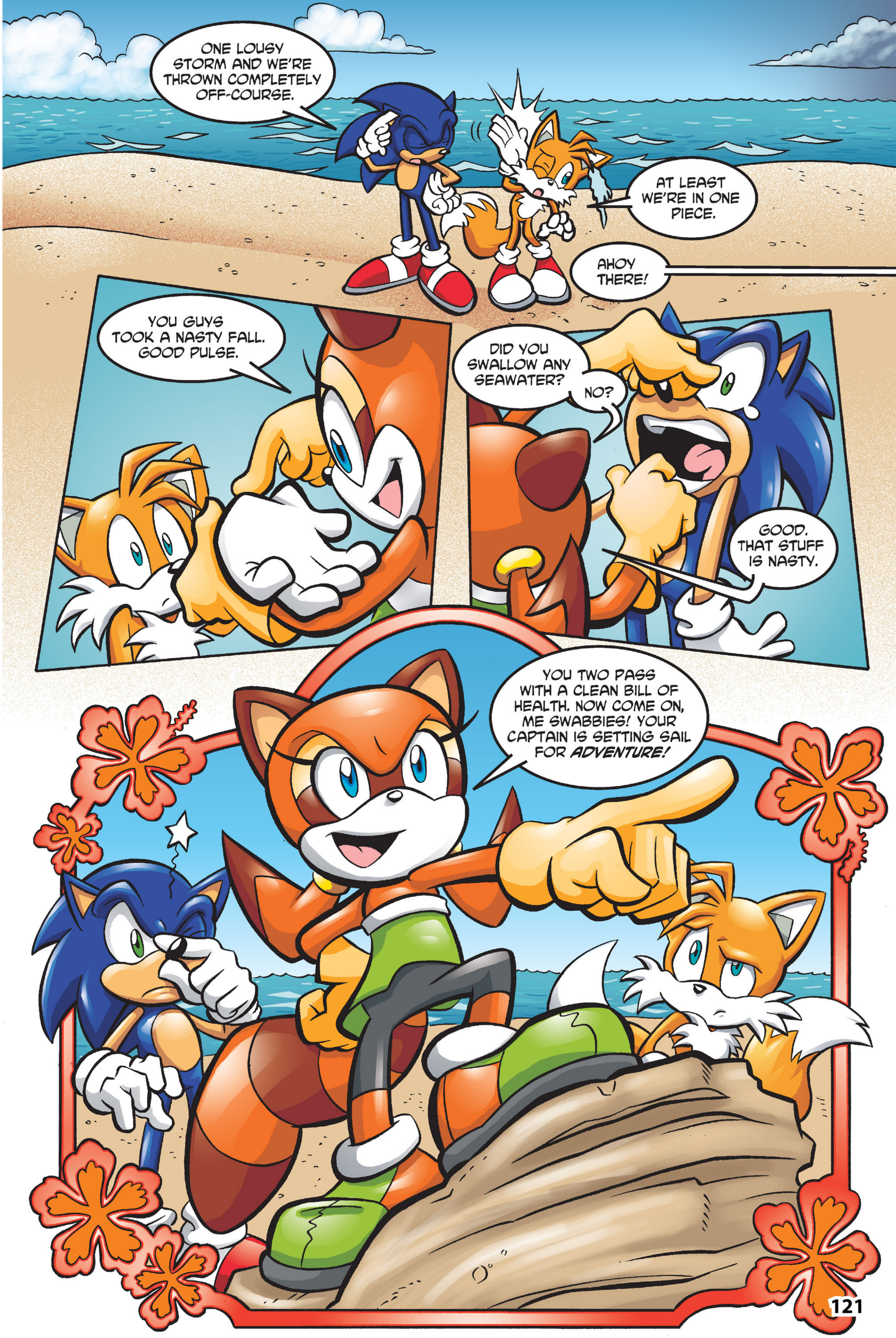
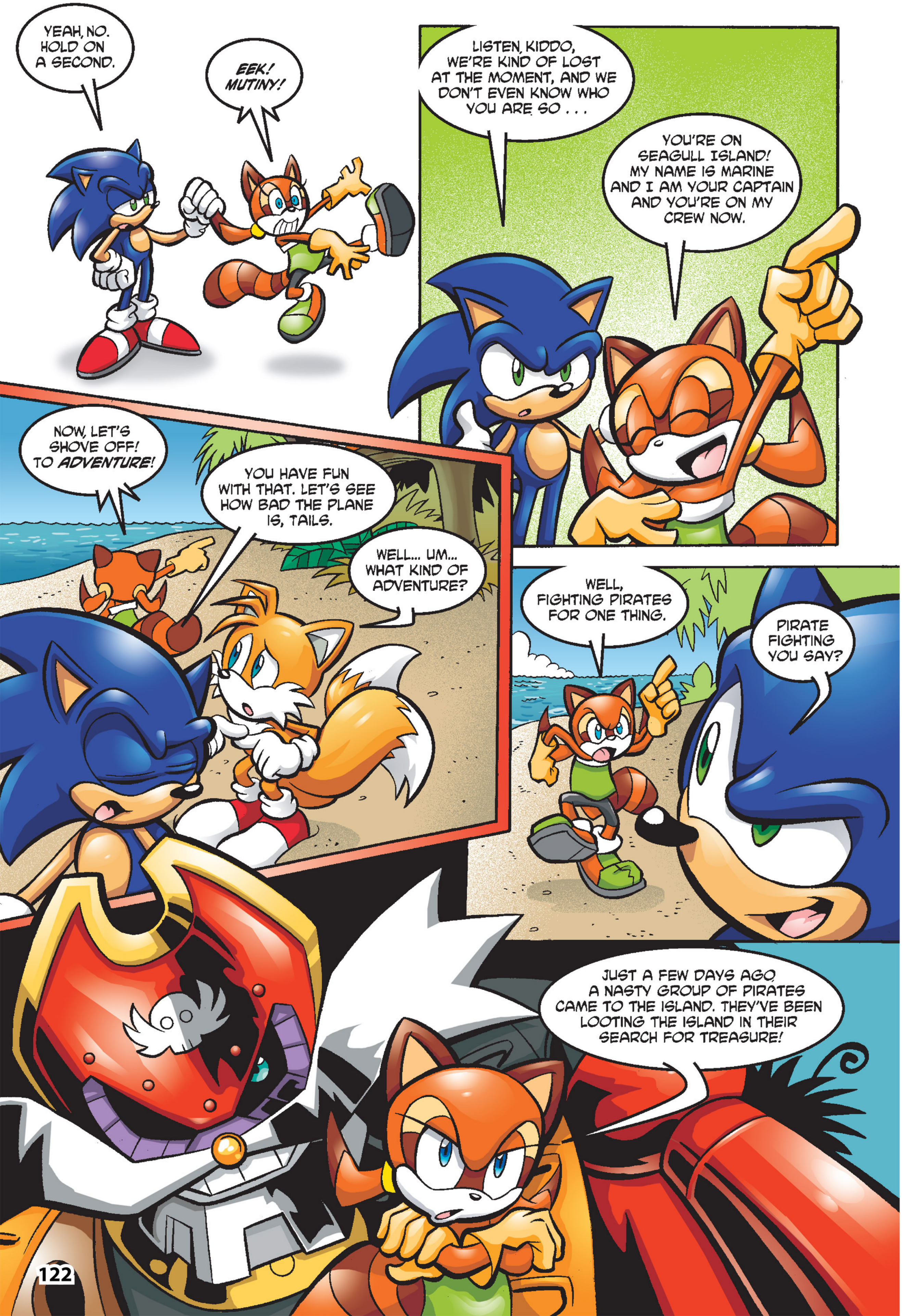
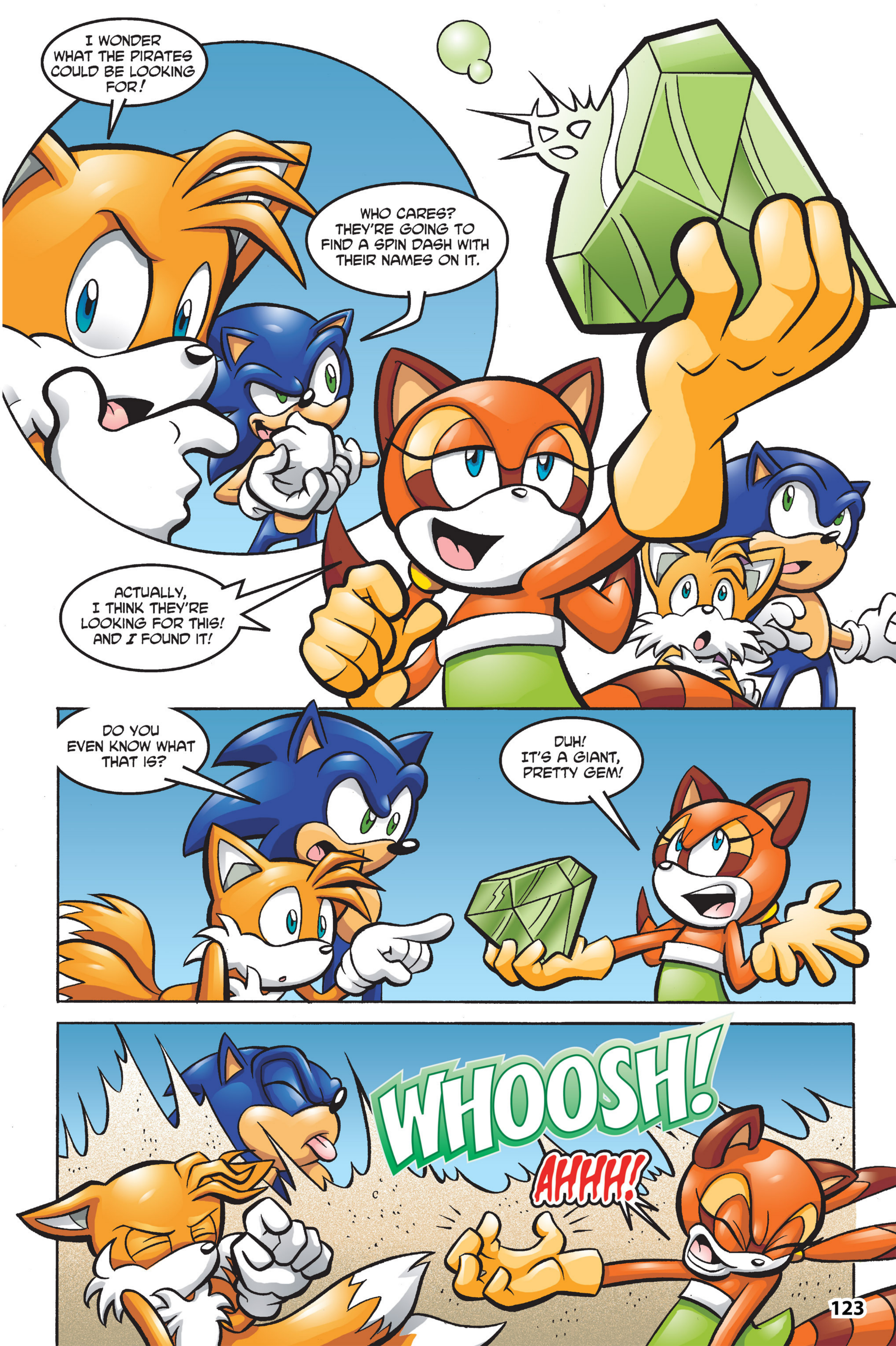
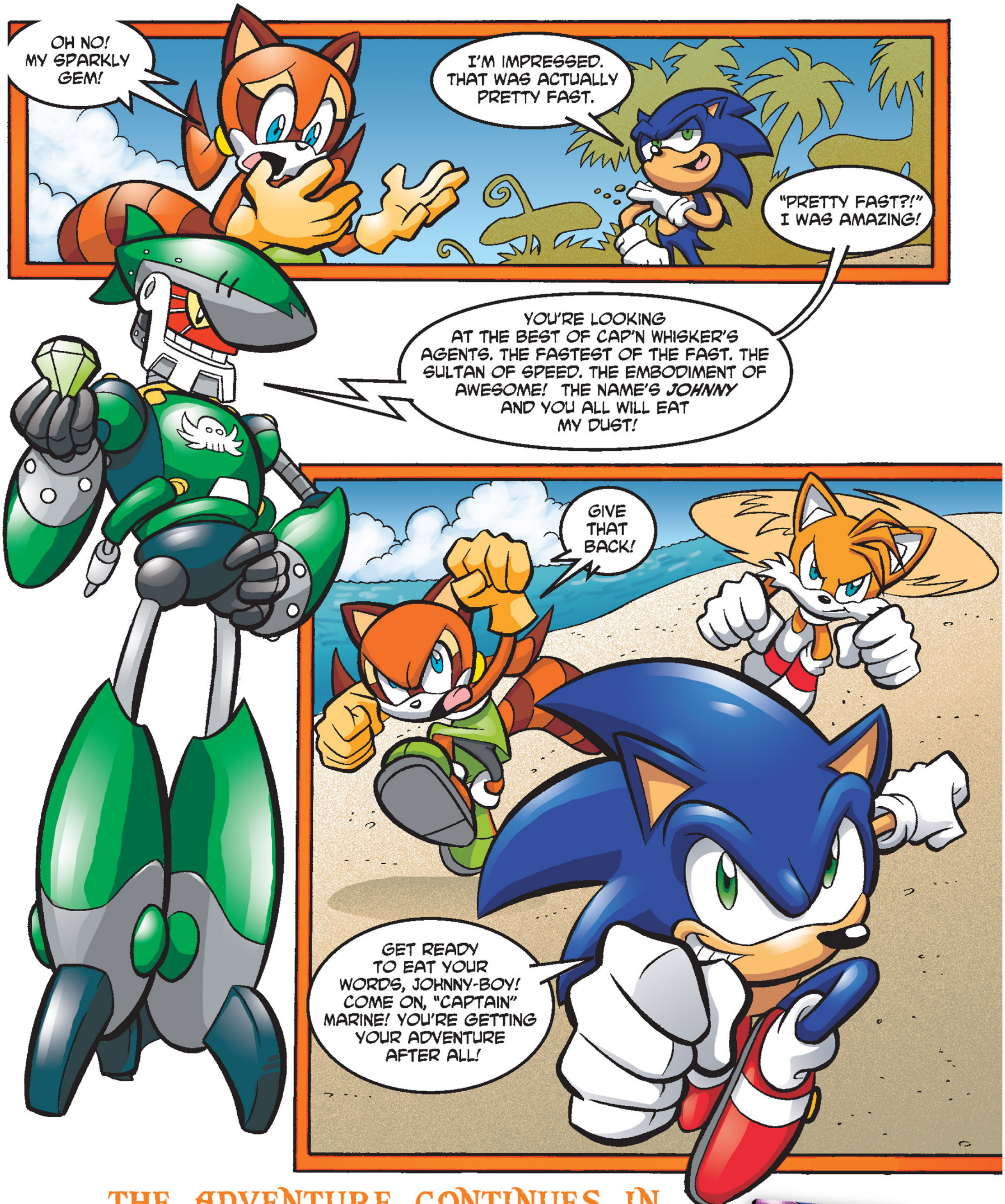
Special Thanks to SEGA: Robert Leffler, Dyna Lopez and Cindy Chau
at SEGA Licensing and SONIC TEAM


ONE LOUSY STORM AND WE'RE THROWN COMPLETELY OFF-COURSE.
AT LEAST WE'RE IN ONE PIECE.
AHOY THERE!
YOU GUYS TOOK A NASTY FALL. GOOD PULSE.
DID YOU SWALLOW ANY SEAWATER?
NO?
GOOD. THAT STUFF IS NASTY.
YOU TWO PASS WITH A CLEAN BILL OF HEALTH. NOW COME ON, ME SWABBIES! YOUR CAPTAIN IS SETTING SAIL FOR *ADVENTURE!*


YEAH, NO. HOLD ON A SECOND.
EEK! MUTINY!
LISTEN, KIDDO, WE'RE KIND OF LOST AT THE MOMENT, AND WE DON'T EVEN KNOW WHO YOU ARE SO . . .
YOU'RE ON SEAGULL ISLAND! MY NAME IS MARINE AND I AM YOUR CAPTAIN AND YOU'RE ON MY CREW NOW.
NOW, LET'S SHOVE OFF! TO *ADVENTURE*!
YOU HAVE FUN WITH THAT. LET'S SEE HOW BAD THE PLANE IS, TAILS.
WELL... UM... WHAT KIND OF ADVENTURE?
WELL, FIGHTING PIRATES FOR ONE THING.
PIRATE FIGHTING YOU SAY?
JUST A FEW DAYS AGO, A NASTY GROUP OF PIRATES CAME TO THE ISLAND. THEY'VE BEEN LOOTING THE ISLAND IN THEIR SEARCH FOR TREASURE!


I WONDER WHAT THE PIRATES COULD BE LOOKING FOR!
WHO CARES? THEY'RE GOING TO FIND A SPIN DASH WITH THEIR NAMES ON IT.
ACTUALLY, I THINK THEY'RE LOOKING FOR THIS! AND *I* FOUND IT!
DO YOU EVEN KNOW WHAT THAT IS?
DUH! IT'S A GIANT, PRETTY GEM!
WHOOSH!
AHHH!


OH NO! MY SPARKLY GEM!
I'M IMPRESSED. THAT WAS ACTUALLY PRETTY FAST.
"PRETTY FAST?!" I WAS AMAZING!
YOU'RE LOOKING AT THE BEST OF CAP'N WHISKER'S AGENTS. THE FASTEST OF THE FAST. THE SULTAN OF SPEED. THE EMBODIMENT OF AWESOME! THE NAME'S *JOHNNY* AND YOU ALL WILL EAT MY DUST!
GIVE THAT BACK!
GET READY TO EAT YOUR WORDS, JOHNNY-BOY! COME ON, "CAPTAIN" MARINE! YOU'RE GETTING YOUR ADVENTURE AFTER ALL!

THE ADVENTURE CONTINUES IN,

SONIC™ SELECT BOOK NINE

AVAILABLE NOW!

SONIC SELECT BOOK NINE
THE GAMES

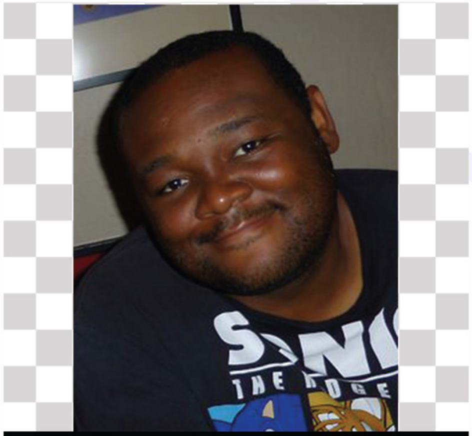
SONIC SUPER SPECIAL

INTERVIEW WITH - JONATHAN H. GRAY - ARTIST EXTRAORDINAIRE -

SSSM: Jon Gray, the time has come for your interview, please squee for the camera!

JG: *SKREEEOOOONK!!!* That's my Godzilla scream and that's all you get!

SSSM: Jon, you've been involved in Sonic comics for quite some time now! How did you get started at Archie?



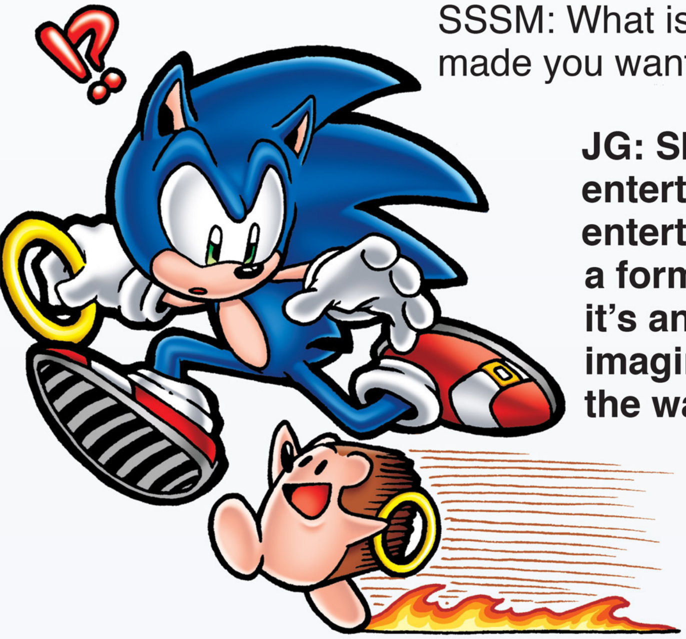
JONATHAN H. GRAY

SONIC COMICS' "JON" OF ALL TRADES

JG: I was a young ragamuffin scamp of 10 years fluttering about the Oliver Twist orphanage. With puppy-dog eyes, I asked the headmaster for more gruel to which he replied "More? Moooooore?!?!?!" So then one of my online buddies who was a previous artist for the book and on the way out asked me if I'd like to submit a portfolio for his job – and, well, it was either that or more gruel. And honestly, gruel's not all that great. So… there ya go! :D

SSSM: What is it about drawing comic books that made you want to go professional?

JG: Short answer: I've always wanted to entertain kids the same way that comics entertained me. Comics are more than just a form of entertainment. For many kids, it's an escape and fuel for the mind and imagination. If I can make one kid happy the way that comics made me happy and gave me an outlet to dream and think bigger, then I've done my job well. It's my way of giving back.



JONNY B. GOOD!

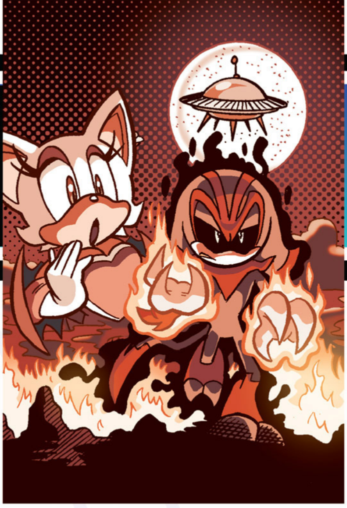
JON GRAY HAS BEEN CONTRIBUTING LITTLE SONIC DRAWINGS TO THE SUPER SPECIAL MAGAZINE IN HIS VERY OWN "GRAPHIC NOVEL SPECTACULAR" SECTION! CHECK OUT PAGE 6 FOR THE LATEST IN GRAY'D "A" ART!

SSSM: What is the most challenging aspect of drawing a comic book?

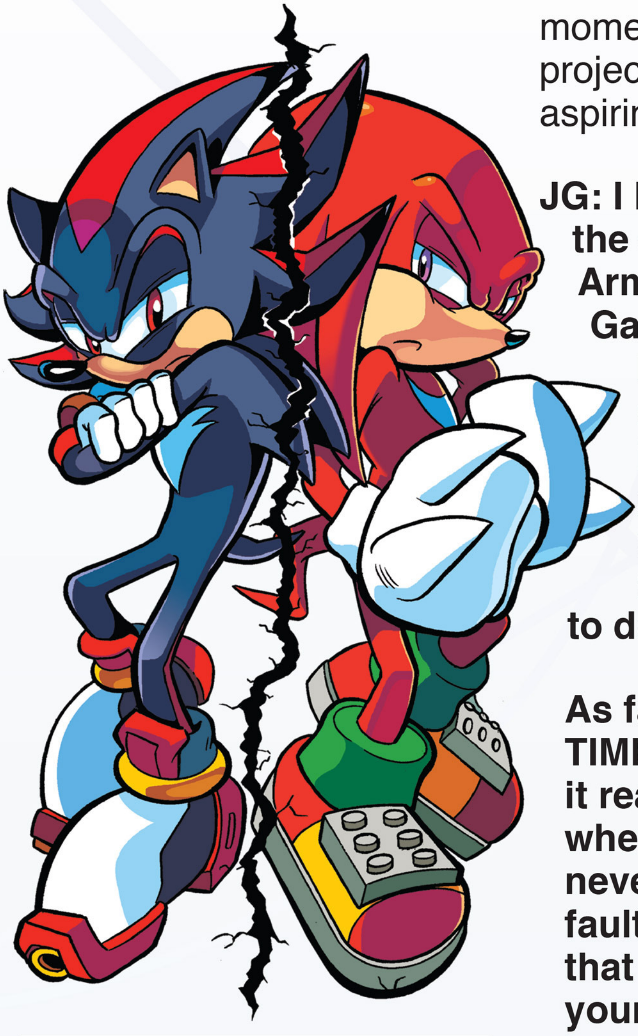
JG: Page and panel layouts are always a pet peeve with me. I could always go the

A GRAY INVASION

IN ADDITION TO HIS TABLOID VARIANT FOR SONIC UNIVERSE 68, JON GRAY WILL GRACE ANOTHER SERIES YOU ALL KNOW WITH HIS ART IN THE NEAR FUTURE!



easy way out and lay pages in the standard box/row format, but honestly, I like challenging myself and trying to find different ways to lay out a page (without cluttering it) while making sure the narrative flows properly. It's a very hard balance that requires a lot of practice and patience, both with yourself and the material that you're working with. Simpler is better, but it doesn't hurt to have some fun!



GRAY'TNESS AWAITS

FROM OFF-PANELS TO COVERS JON GRAY DOES IT ALL! PICK UP HIS AWESOME TABLOID VARIANT FOR SONIC UNIVERSE #68 COMING SOON!

SSSM: Do you have any favorite notable moments from any of your past Archie Sonic projects? What advice do you have for any aspiring Sonic comic artists out there?

JG: I have fond memories of interpreting the current designs for the Battlebird Armada from the old "Tails Adventure" Game Gear game with Ian Flynn. It's one of the first things I'd ever done for the series. Seeing them interpreted by Tracy Yardley gave my great pleasure. Finally, doing a cover (Sonic Universe #68's variant) was another goal I achieved that I'd love to do more of in the future.

As far as advice goes – DRAW ALL THE TIME. Practice! You'll hear this a lot, but it really is true. Don't be afraid to admit when you can improve your work and never stop learning. Zero in on your faults and attack them. Also remember that no artist or writer is perfect: even your heroes. Be open-minded towards learning new techniques and find new creative ways to solve problems. Never be afraid to forge your own path or do it different. ■